

BOOST MODE

★ SYSTEMS & TECHNIQUES

★ Display



Break Rate

Break Gauge

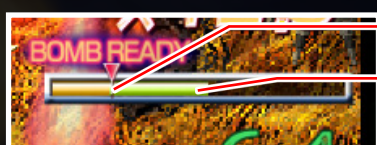
Lock-On Multiplier

Lock-On Multiplier Timer

Boost Timer

★ System

【 Break Gauge 】



Bomb Line

Main Gauge

- ◆ When the main gauge fills past the bomb line, pressing the Break Button will release a bomb.
- ◆ When the Break Gauge is full, you will enter Boost Break automatically, and the entire gauge will be used up.

The Break Gauge increases by shooting and destroying enemies with shot.

- The closer you are to enemies when you destroy them with your main shot, the larger the increase will be.
- The higher your current Lock-on Multiplier is, the larger the increase will be.

【 Bomb 】

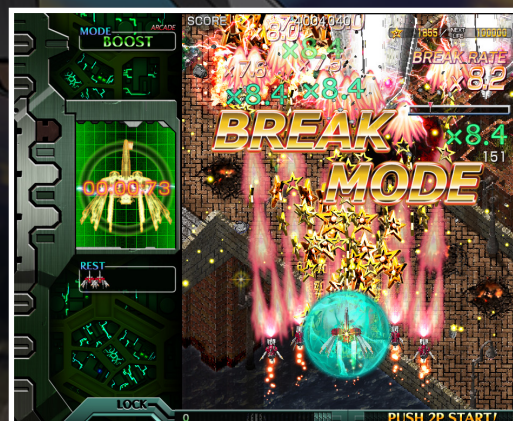
When you use a bomb, all bullets are cancelled on-screen, and you are temporarily invincible.

Each time you use a bomb, the Bomb Line moves up. The line will fall back a great amount if you collect the "Bomb Line Recovery" item from one of the three items that are released when you destroy a midboss or boss. Also, each star you collect will lower the line by a small amount.

【 Boost Break 】

While in Boost Break, the following occurs:

- Entering Boost Break cancels all bullets on-screen, and you are temporarily invincible.
- Your ship's power is greatly increased.
- Hitting enemies with shot causes stars to be released.
- The maximum number of targets that can be locked-on increases to 28 (normally it's 24). During Boost Break, if the break gauge fills past the Bomb Line, the maximum number of targets will increase to 32.
- The amount that the Lock-on Multiplier Timer increases each time you destroy an enemy goes up during Boost Break.
- Boost Break continues until you die or use a bomb.
- The Boost Timer continues to increase while in Boost Break.



◆ While in Boost Break, the following special bonuses occur:

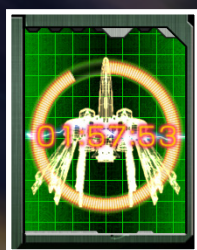
- Each time the Boost Timer laps (every 30 seconds), you receive a "Boost Count Bonus."
- You automatically get "Survival Points" just for progressing through the stage. The amount of Survival Points you receive is proportional to the number of stars you've collected.
- Hitting enemies with your shot gives you additional "Chip Points." The amount of Chip Points you receive is proportional to the number of stars you've collected.

◆ During Boost Break, when the Break Gauge reaches MAX, the following additional bonuses occur:

- The amount that the Boost Timer increases for destroying boss parts or boss forms is doubled.
- Survival Points are doubled.
- Chip Points are doubled.
- Killing enemies at point-blank with shot increases the number of stars they release.

◆ During Boost Break, the difficulty is raised in the following ways:

- The longer you stay in Boost Break, the faster enemy bullets become.
- The longer you stay in Boost Break, the more suicide bullets are released.



【 Boost Timer 】

The Boost Timer only increases during Boost Break, and gives a Boost Count Bonus for every lap (30 seconds).

- During the stages, the Boost Timer increases with the passage of time.
- During bosses, midbosses, and certain special enemies, the timer is paused: it increases at a set value when you destroy boss parts or the boss itself.
- When Boost Break ends, the Boost Timer will decrease to the previous 30 second increment.

【 Break Rate 】

The Break Rate depends on how full the Break Gauge is. It maxes out at x16.

【 Lock-On Multiplier 】

The Lock-On Multiplier is set according to the number of lock-ons engaged when you destroy an enemy with the lock-on shot.

Example 1: 10 locks are engaged, and an enemy is destroyed with the lock-on shot--> 4.0 multiplier set.

Example 2: 24 locks are engaged, and an enemy is destroyed with the lock-on shot--> 9.6 multiplier set.

When the Lock-on Multiplier is set, the Lock-on Multiplier Timer is displayed.

The Lock-on Multiplier is only in effect for the duration of the Lock-on Multiplier Timer.

※ The formula for points added from destroying enemies or collecting stars is: Basic Value x Break Rate x Lock-on Multiplier.

【 Lock-On Multiplier Timer 】

The Lock-on Multiplier Timer increases and decreases according to the following conditions:

- It decreases as time passes.
- It increases by destroying enemies. (The amount of increase is greater depending on the mode you are in: Double Break Mode > Boost Break > Normal Mode)
- It increases when enemy bullets are cancelled.

★ Techniques

【 Point-Blanking 】

When your ship or options are very close to an enemy and you fire with your main shot, red sparks are released. This is "point-blanking."

Point-Blanking has the following effects:

- Main shot damage goes up.
- Break Gauge increases faster.
- When the Break Gauge is at MAX, or you are in Boost Break, point-blanking increases the number of stars enemies release.

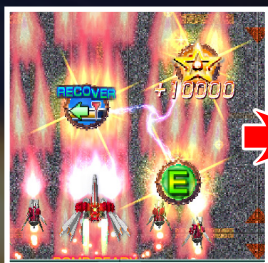


【 Break Recharge 】

When you destroy a boss or midboss while in Boost Break, and the 3-choice item is released, try the following technique:

Use a bomb to cancel Boost Break (this resets the bullet speed rank) --> Immediately pick up the E item (this allows you to return to Boost Break).

This will lower the difficulty, and with very little loss of the Boost Timer you can return to Boost Break right away. It's very effective as a safe way to keep scoring (ultimately, of course, not doing a Break Recharge and instead taking the Bonus Star item will get you the highest score).



Aiming for a high score in BOOST MODE

- ◆ Try to be in Boost Break and Boost Gauge MAX as much as possible (don't die, and bomb as little as possible).
 - This gets you Boost Counter Bonuses, Chip Points, and Survival Points. It also maintains a high Break Rate.
- ◆ Try to get a high Lock-on Multiplier for enemies (Maximum is 12.8).
 - This raises the point value of both enemies you destroy and stars you collect.
- ◆ Point-blank enemies and take the Bonus Star item when you destroy midbosses and bosses in order to get more stars.
 - This raises the value of Chip Points and Survival Points.

BOOST MODE

★ TYPE-I player's commentary player & text: Amp-Dep

< Ship Characteristics >

TYPE-I has the slowest movement speed of all the ships, so with the fast bullets of Boost Mode, there's many sections where improvisational dodging won't work. Your strategy must center on creating routes through the stages.

< Playthrough Commentary >

【 Stage 1 】

In order to get the 3-minute end-stage timer bonus, from the start of the stage you want to stay in the top of the screen and point-blank enemies, quickly building up the Break Gauge. The large Aegis enemies are invincible until their cores open up, so you can spend a long time shooting them and getting chip points.

Once you enter Boost Break, you want to set a full lock-on, and then kill as many as you can until the lock-on multiplier timer expires. Repeat this pattern for stars and chip points. Again, you want to stick to the top of the screen as much as possible here, point-blanking enemies and getting chip points while they're invincible (before they fully comeonscreen).

【 Stage 1 Boss: Titanix 】

I carefully destroy the individual boss parts, making sure to maintain a high lock-on multiplier. Titanix switches attacks whenever you destroy one of his parts, so you can use this to your advantage to skip attacks you don't want to dodge.

After destroying the boss, I take the Bonus Star (+10000 stars) item.

【 Stage 2 】

The two ground-based Decor enemies in first half of the stage are worth a lot of points, but they have a lot of life, so I point-blank them and use my lock-on shot to destroy them. Given the weaker attack power of the TYPE-I ship, it's difficult to destroy them with shot alone.

Depending on the timing of when you kill the midboss, the time you have for the following Needle and Black Hound enemy rush changes, so you want to take as long as possible to kill the midboss (see screenshot 1). After destroying him, I do a Break Recharge by bombing and grab the E item he drops, thereby momentarily lowering the rank.

In the latter half of the stage, at the part where with the Volcano and Quattroverse enemies, there's a lot of bullet cancelling opportunities. For scoring try to cancel as many bullets as possible when you destroy those enemies.



【 Stage 2 Boss: Hecatoncheir 】

You want to destroy all his limbs, and you would think that you'd want to utilize your lock-on shot for that instead of your main shot. Doing so will temporarily give you more points when you defeat the boss, but your stars will go down because you didn't use shot, when you take a long view and consider the total points in an all-clear, in the end having more stars will give you more points. Therefore, you should use your main shot as much as you can to destroy Hecatoncheir's limbs.

After taking care of the two front arms in his first form, you want to kill all the rest of his parts (except the two rear joints) before the second form ends. Be careful: you don't have a lot of time in his second form before he self-destructs. In his third form, I wait until I can get close enough to point-blank him, and I continue in this way until he's destroyed. (see screenshot 2)

After destroying the boss, I take the Bonus Star (+20000 stars) item. In this recording, I aimed to have a total of 230000 stars by the end of stage 2.



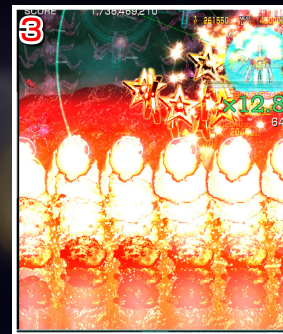
【 Stage 3 】

There are two medium sized Andras enemies in the beginning of this stage. Each two you kill will spawn another two, making this a speedkill section. Be especially careful of the Rumeida ships that appear in sets here; their spawning position is random.

After killing the midboss Raffleshia (L), I use a bomb. (see screenshot 3). This is to lower the rank temporarily and make the group of Jorou spider enemies, the midboss, and the rush after the midboss easier. That way I can safely get the Bonus Star (+15000 stars) item from the midboss.

The faster you destroy the midboss, the longer the following zako rush is, so aim for a speedkill. However, in order to avoid being cornered by the bullets he fires in his second form, you need to be mindful of the timing in which you destroy his first form.

In the latter half of this stage, destroying all the segments of the Galian Wurms is dangerous, so I play it safe. From here until the boss there's a lot of enemies, and it's very difficult. Be especially careful as you dodge the bullets from the Jorou spiders.



【 Stage 3 Boss: Maelstrom 】

There's many parts to destroy in his second form, but they aren't worth a lot of points, so I just ignore them and don't try to destroy everything. I mainly focus on not making any careless mistakes and dying.

For his third form, the bullets are super fast--like real bullets! But it's basically just a rotating attack, so I just keep calm and search for the spaces between the bullets. After destroying the boss, I take the Bonus Star (+40000 stars) item.

【 Stage 4 】

The basic overall structure for this stage is "very few zako, lots of medium-sized enemies." That means you want to make sure you don't miss an opportunity to get that 12.8 max lock-on multiplier. There's also many sections where you can speedkill the medium-sized enemies to spawn more, so I plan my route so I can be positioned to point-blank. After destroying the midboss, I do a Break Recharge and lower the rank.

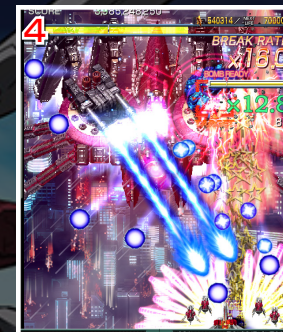
【 Stage 4 Boss: Diabolos 】

In his first form, the destructible missiles he fires straight down at you are very dangerous to cut across, so I destroy the missile pods quickly. The missile pods and the wings have a lot of life, and it's difficult to get the lock-on multiplier on them, so I consider it lucky if I manage to get a 12.8 multiplier here.

For the second form, I do my best not to damage the main body, and milk the Reload Weapons for points. (see screenshot 4)

For the third form, you want to aim for the Rear-Mounted Cannons, but if you destroy the two cannons on the one side during the laser attack, it triggers a really brutal attack from the boss. Make sure, therefore, that you pay attention to the timing in which you destroy the cannons and the main part of the boss.

After destroying the boss, I take the Bonus Star (+40000 stars) item.



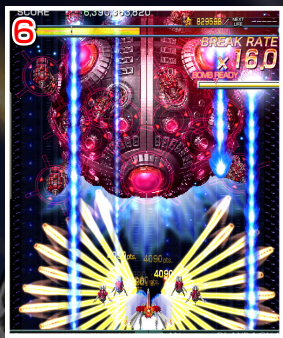
【 Stage 5 】

On this stage I make safety a priority, and don't attempt any crazy or dangerous routes. Nevertheless, I died multiple times in a row at the part when the large Barbados ship appears, and right after that too. Other than that, I think I managed to come out safely.

With the midboss you want to weaken his two parts until they're almost dead, and then trigger his second form. Then you can destroy those parts for the bullet cancels, and safely score a lot of chip points off him. After destroying the midboss, I take the Bonus Star (+25000 stars) item.

After the midboss, and until the Blood Crow ship appears, there aren't many enemies who spawn bullets while you're in Boost Break, so with relative safety you can stay in Boost Break for this section. When Blood Crow appears, I use a bomb to lower the rank. (see screenshot 5) I refill my Break Gauge by shooting his missiles.





【 Stage 5 Boss: Gorgoneion 】

You can milk the regenerating Gorgon Sting cannons in the boss' third form for points. But you have very little time before he self-destructs, so you've got to be very efficient about killing those cannons. (see screenshot 6)

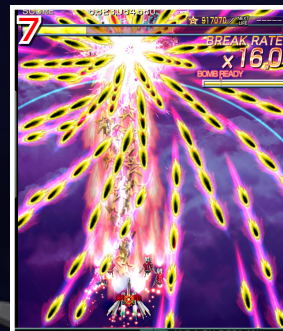
The slow speed of the TYPE-I ship makes his final form very hard. If you mess up the timing on leading his bullets or dodging his bouncing attack, you won't be able to recover. I was very relieved in this replay to have made it out unscathed and successfully gotten the full 12.8 multiplier.

After destroying the boss, take the Bonus Star (+50000 stars) item.

【 EX Boss "Crimzon Heart" 】

Because I lost a life on the first attack of his first form, my score and damage went way down. That really prolonged the fight, and I had to endure an entire round of his attacks. When I pull off my route correctly there, I'm usually able to trigger his second form just before the fourth attack starts.

For his second form, other than his desperation attack, almost all of his attacks can be consistently dodged if you memorize them and create a pattern. For the desperation attack, I don't stay at the very bottom of the screen, but keep my position just a little higher up. I think that makes it a little harder to get hemmed in. (see screenshot 7).



< Player Comment >

My name is Amp-Dep, and I did the Boost Mode TYPE-I replay.

When it came time to record this replay, I just couldn't manage to get the clear, and when I did clear, it wasn't a satisfactory performance. I was really frustrated.

However, I was finally able to get a score that was the equal of my then-personal best, and thankfully, I achieved several of my other goals: a no-miss of stage 4, completely dodging through the stage 5 boss' final form, and safely dodging through the EX2 boss' desperation attack.

This was my first time being invited to participate in a replay recording like this, so I would like to take this space to say thank you to Yotsubane for reaching out to me.

I hope this replay got you interested in Boost Mode!

BOOST MODE

★ TYPE-II player's commentary

player & text: CAT_000

< Ship Characteristics and Strategy >

TYPE-II's greatest strength is its trace options, but the amount of choices you have with where to place them can be overwhelming. That's why for this replay, I try my best to follow my TYPE-Z patterns (I also did the TYPE-Z replay for this collection).

In this replay I emphasize safety, taking advantage of Break Recharges and rank-lowering strategies.

< Playthrough Commentary >



【 Stage 1 】

After I entered Boost Break, I took too long destroying the medium-sized Aegis enemies, so I missed out on the additional x2 spawns. On the bridge part with the respawning enemies, the TYPE-II can (safely) get one set of enemies less than the TYPE-Z.

During Boost Break, while you're at the top of the screen point-blanking zako, slower 2-way suicide bullets are released.

In the part when you're flying over the ocean, try to spawn as many of these suicide bullets as possible, and then cancel them all by destroying the Hydrasphere ship that appears. Be mindful of your lock-on multiplier timer (see screenshot 1).

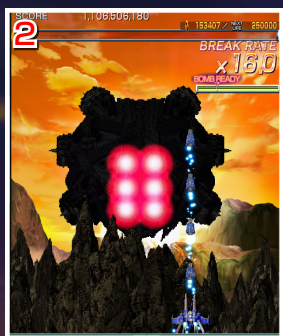
【 Stage 1 Boss: Titanix 】

Before the boss arrives, I arrange all my options so they're centered atop my ship. When the boss appears, "TARGET" will appear on his right parts: I focus all your lock-ons there.

After point-blanking to get stars, I make the final blow to his parts with my lock-on shot to get the multiplier bonus. I want to make the Quattroverse section of stage 2 safe, so after this boss is defeated, I do a Break Recharge by bombing here and immediately taking an E item, thereby lowering the rank.

【 Stage 2 】

After defeating the midboss, I do a Break Recharge and temporarily lower the rank. In the latter half of the stage, your score can vary a lot depending on how you handle the Volcano enemies (and the Grenades they release).



【 Stage 2 Boss: Hecatoncheir 】

To effectively destroy his front arms, before he appears, line up your options so that they're all spread out in a line in front of your ship (see screenshot 2). For the high-value rear legs, you want to first get the 12.8 multiplier going from your lock-on shot, and then shoot them before the multiplier timer runs out. Repeat that until they're destroyed, as this will get you more stars.

After destroying all his legs, he will go into the purple bullet attack of his final form. The density of this attack makes it difficult to dodge, so I don't go for the final x2 rear parts.

Instead I use the options to point-blank him for more stars. After destroying the boss, I perform a Break Recharge and lower the rank.

【 Stage 3 】

In the first half of stage 3, the two keys to scoring are 1.) the number of Andras ships you can make spawn, and 2.) the large Barbados ship. For Barbados, his two side parts are worth more points than the main body, so I try to get a 12.8 lock-on multiplier on them.

Until you're used to it, it's easy to die on the big Jorou spider rush before the midboss, so be careful there. You want to carefully time the destruction of the midboss the same way every time, so that the Andras x2 will spawn afterwards.

After that, if you quickly destroy the Bagnack fleet you can spawn additional Andras enemies, so spread out your options wide to destroy the Bagnacks (see screenshot 3). If you do it quick you'll spawn two Andras; if you're a little slow, just one.



I died just after the screen started scrolling vertically again. Trying to destroy the ground enemies with my lock-on shot while moving right to left was the cause of my death. There's some sections where you can't easily destroy everything with lock-on; in those difficult spots, you shouldn't try to lock-on, and instead just focus on survival.

【 Stage 3 Boss: Maelstrom 】

The attacks in his first and second forms are always the same. However, I personally suck at his second form, so I just try to move onto the next form as quickly as I can, without destroying all his parts. On the third form I just do dodges on the spot. (laughs)

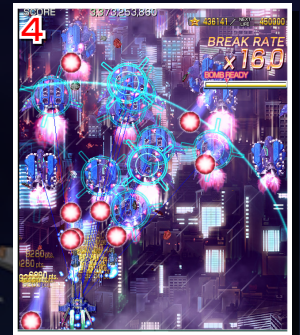
For reference, if you bomb right after destroying the second form, you'll be able to refill your Break Gauge just before the third form goes down. I think it's a good tactic.

After destroying the boss, I perform a Break Recharge and lower the rank.

【 Stage 4 】

This stage is all aerial enemies, so there's no place where you can do any bullet sealing. That said, there are a lot of enemies with a high base-point value. Therefore, to score well you'll want to not only stay in Boost Break, but you'll also need to kill enemies with a high lock-on multiplier. I do screw up in a few places in the replay though...

A small digression: you won't die if you touch the Rennes Booster ships. So during the midboss fight, and the enemy rush right before the boss, if you have nowhere to escape to, don't worry about hitting those Rennes ships: just be careful you don't run into a bullet (see screenshot 4).



【 Stage 4 Boss: Diabolos 】

This is the most important boss for scoring in the game. First of all, in his first form, the timing in which his missile pods fire missiles is random, making them very dangerous. Also, you want to start his second form with low rank, so you should use a bomb before that (of course, if you can manage to no-bomb, your score will be higher).

In the second form you can milk the "Reload Weapons." Wait until the Scatter Type cannon is attached on the left side, and then, while you avoid damaging the main part of the boss, keep destroying the cannons on the right side using only your main shot (see screenshot 5). Actually, you could get a higher score by using lock-on shot, but I played it safe this time.

When the third form starts he spews out Grenade enemies. You could use them to raise your lock-on multiplier, but I don't want to mess up the formation of my options, so I don't do that. You can destroy all four Rear-Mounted Cannons, but for safety I leave one alive when I kill the boss.

After destroying the boss, I take the Bonus Star item (+40000 stars).

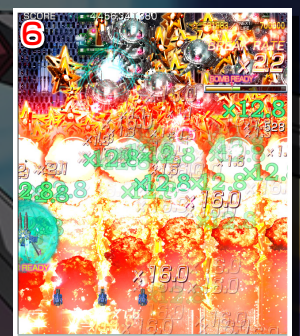


【 Stage 5 】

When the stage starts, after getting the Boost Counter Bonus, I bomb and lower the rank. Befitting the last stage, there's lots of enemies with many fierce attacks, so I focus on a safe run and try not to die.

In the first half of the stage, I was too slow in getting the 12.8 multiplier from the front cannons on the large Desperado tanks, so things got really hairy there. When I rewatched that part of my replay I could feel the tension!

After the first shutter door, I bomb and lower the rank. Thanks to the infinitely spawning zako tanks that come in on both sides of the screen, I'm able to quickly refill your Break Gauge (see screenshot 6).



The faster you kill the large Barbados ships, the more enemies will spawn. After the first Barbados ship, a second will spawn; after the second is destroyed, a group of Rennes ships will appear. This Rennes group is hard to handle, so I move from left to right as you kill the second Barbados, taking my time. This will shorten the time that the Rennes enemies have to spawn.

The Desperado tanks after this fire their rapid-fire shot at an angle that is very difficult to dodge. I got trapped, so I had to use an emergency bomb here.

For the midboss, you want to trigger his second form during his laser attack; that way you can carry over your multiplier timer when you destroy the missiles in his second form.

After the midboss, Hecatoncheir Khnum appears, and will respawn if you kill him quickly, so line your options up behind you: you should be able to get three Hecatoncheir Khnum to spawn (see screenshot 7). After that, you want to time it correctly so that the third one is destroyed and Blood Crow then appears... but I was late on this run and didn't do enough damage to the third Hecatoncheir Khnum, so Blood Crow never showed up. In this run I used a bomb here to lower the rank, but had Blood Crow appeared as planned, I would have been able to recharge my Break Gauge by destroying his missiles. Finally, the area with the two Sturm Fortresses is very tough, and requires meticulous focus.



【 Stage 5 Boss: Gorgoneion 】

The attacks in his first form are completely fixed, and you can dodge them the same way every time. And if you destroy the first form with the right timing, you can dodge all his second form attacks the same way every time, too. For the third form, you want to milk the regenerating cannon for points until the very last second (before that form times out).

For the fourth form, you've just got to get used to his attacks. Naturally you want to finish him off with a 12.8 lock-on multiplier, but I got a little too aggressive this time and accidentally killed him with shot.

【 EX Boss "Crimzon Heart" 】

His opening attack is fierce, but all you can do is keep your fighting spirit up and dodge through it. The important thing in his first form is to keep your damage up, and try to kill him with a 12.8 lock-on multiplier just before his fourth attack starts.

For the EX2 form, I wanted to make sure I had extra lives, so I used bombs for safety. In the replay I bomb twice, but that's to set up my Break Gauge for his final desperation attack. By starting his desperation attack with my Break Rate at 2.5~2.7, I was able to enter Boost Break right before killing him, thereby allowing me to get one last Boost Counter Bonus before destroying him. (see screenshot 8).



< Player Comment >

My name is CAT_OOD, and I did the Boost Mode TYPE-II replay.

When I was asked to do the replay, I was a little worried because my skills aren't at the same level as some of the other amazing players, but I worked hard to get my own good clear with few misses. For all of you who watched my replay, I hope it has been some help.

Thank you for your continued support of the Steam version of Crimzon Clover!

BOOST MODE

★ TYPE-III player's commentary player & text: SOGO

< Ship Characteristics >

TYPE-III is extremely fast, so you'll want to use that strength for hit and run tactics.

Point-blanking for more stars is an important element of scoring in Boost Mode, and the Type-III, with its ability to quickly get close to enemies, excels at this more than the other ships. However, because it has a narrow shot, to destroy enemies you need to move all over the screen. That fact, combined with its fast speed, means that when you first attempt scoring with the TYPE-III, you're bound to make a lot of mistakes.

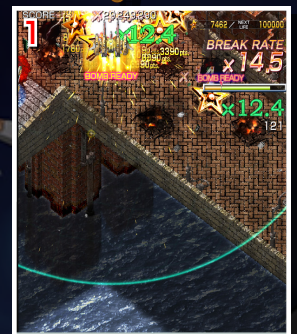
Also, unlike the other ships, the lock-on shot of the TYPE-III is special: it will not give you stars when you shoot enemies with it, and it will not give you chip points either. Accordingly, to get a high score, you need to use your lock-on shot as little as possible (except when setting your lock-on multiplier), and stick with the main shot instead.

< Playthrough Commentary >

【 Stage 1 】

The first question in Stage 1 is: how quickly can I get into Boost Break? To do that, from the start of the stage stick to the top of the screen and point-blank enemies to efficiently build up your gauge. This will get you into Boost Break as quickly as possible.

After entering Boost Break, you want to repeat this pattern: lock-on enemies and get the 12.8 multiplier, then point-blank them with your main shot. The zako tanks that spawn infinitely at the top of the screen have an especially long invincibility window, and you can use that to your advantage and really get a lot of stars out of them (see screenshot 1).



In the middle section, the large Daedalus tanks and the two Aegis ships will keep respawning. Note that you can point-blank the Aegis ships while they're invincible, and you should focus on the stars you get from shooting them, rather than speedkilling them to spawn more.

In the high-speed scrolling section after this, I get as far forward as possible and point-blank to get stars and take enemies out quickly. The high speed scrolling ends with two Hydrasphere ships. I use the bullet cancel from destroying them to set my lock-on multiplier timer at a high initial rate, and I extend it even further with the regenerating Grezzo cannons just after this part.

In the area with the Grezzo cannons, I stay at the very bottom of the screen and quickly sweep left and right, killing as many of the high point value cannons as possible. At this point, there's a lot of randomness going on because of the enemy suicide bullets, and given the TYPE-III's speed and narrow shot, it's very easy to make a mistake here (see screenshot 2). Along the way I use the Rennes ships to refill my lock-on multiplier, and then continue destroying the regenerating cannons.



After the cannon section I move to the top of the screen and point blank the Needle ships that fly in, getting a few more stars.

【 Stage 1 Boss: Titanix 】

The cannon parts on the left and right can be destroyed and are worth a lot of points, so you'll want to destroy them with your lock-on shot for the full multiplier. First weaken the laser cannon on the right side, and then destroy it when the laser fires for some extra points from the bullet cancel. Each time you kill one of his parts, the boss automatically switches to his next attack, so stick close to him, shoot him with shot, and accumulate stars. If you lock-on to his left shoulder cannon at this point, there's a chance that when he moves to the left, his left side will go offscreen, removing your lock-ons. So don't lock-on, and instead just continue to shoot him (see screenshot 3).



After the main cannon's rotating attack ends, lock-on to the left shoulder cannon, and weaken it until your next lock-on shot will kill it. Once the main cannon's rotating attack restarts, all that remains is to keep dealing damage until you can finally kill him with a full lock-on shot.

After defeating the boss, I take the Bonus Star item (+10000 stars).

【 Stage 2 】

At the start, I point-blank the tanks in the upper half of the screen, collecting stars. If you kill the large Daedalus tank quickly enough, you'll spawn Black Hound enemies (up to a maximum of 8). (see screenshot 4) Each one is worth about 3m points so you can really score a lot here, but with the TYPE-III and the high rank, spawning all 8 is really dangerous, and I've never done it successfully. However, if you get the 100000 star 1up extend right after the Daedalus tank appears, for some reason you don't need to speedkill the Daedalus at all, and 8 Black Hounds will always spawn. On this run, my star total from the first stage wasn't good enough to get the extend here, but if you can get over 91500 stars by the end of stage 1, you should be able to get it.



(※) Developer's Note: The actual condition to make the Black Hounds spawn here is making the screen shake. When you get the extend there's a small screen shaking effect, so that accounts for the Black Hounds appearing.

With the large Quattroverse enemy, you want to stay in front of him and, with repeated lock-on shots, only damage his side parts. The main body has extremely low health so it's super difficult to destroy all 4 of his parts. But they're worth about 2m each if you destroy them with the maximum multiplier, so I think it's worth trying for.



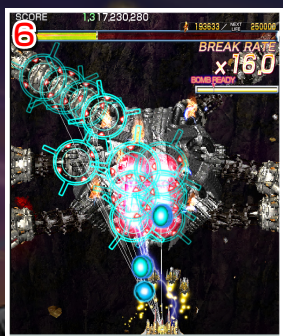
On the midboss, start off by using shot and point-blanking his central parts in front, then destroy them with a lock-on shot when there's a lot of bullets onscreen to cancel. Weaken the two Detachable Pods until they're almost dead, but don't destroy them until the screen starts scrolling up. Then, you want to time it so that you kill the midboss when the screen starts to scroll down once again. If you destroy the midboss with this timing, the following zako rush will be extended (see screenshot 5). After killing the midboss, I very quickly grab the Bonus Star item (+10000 stars).

With the zako rush, you want to be as far up on the screen as possible, point-blanking for stars, and reapplying your lock-on multiplier when the timer runs out. It's impossible to get the full 12.8 multiplier here, so I compromise with something between 6.0~6.4.

For the Volcano enemy in the second half of the stage, if you wait a little he'll release Grenade enemies. Killing the Volcano first will also eliminate the Grenade enemies, but you'll get no score for them, so kill the Grenades first. However, at this point in my run the rank is very high, and destroying all the Grenades with a running multiplier is too difficult, so I don't overdo it.

【 Stage 2 Boss: Hecatoncheir 】

His limbs are worth a lot of points. Start off by attacking him mainly with the lock-on shot, avoiding damaging the main body. You can do a little damage to some of his parts with shot, so destroy those first. With the lock-on multiplier set, point-blank the main body for stars. You want to have about 8-10 limbs destroyed by the end of the first form.



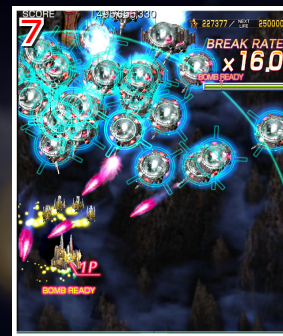
In the second form, isolate the remaining parts and weaken them with your shot, then finish them with lock-on. If you leave any limbs alive during the third form his attacks are much harder, so I try to get him down to only 4~5 parts (see screenshot 6).

In the third form, when you've destroyed everything but the two interior parts on the upper part of his body, all that remains is to weaken him with shot and kill him with a full-lock. Those last two parts are worth a lot of score, but you can't hit them with your main shot, and they have a lot of life. With the TYPE-III, they're very difficult to destroy. After defeating the boss, I take the Bonus Star item (+20000 stars).

【 Stage 3 】

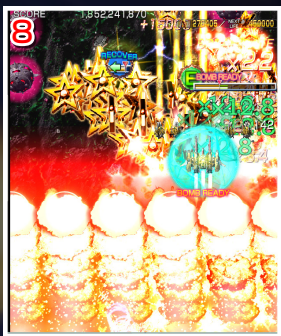
After stage 5, stage 3 is the hardest stage. By now the bullet speed rank has reached its highest point, so you want to plan routes that minimize the danger from the fast bullets, as best you can.

The annoying enemies in this level are the Rumeida ships. They're hard to deal with because their spawning location is different every run, and their bullets aren't aimed exactly at you. In particular, if you try to get a lock-on multiplier going from them you're very likely to die, so aside from the opening section, I avoid using the Rumeida enemies to activate my lock-on multiplier (see screenshot 7).



The Andras enemies that come in from the left and right will respawn if you kill them quickly, so point-blank them and take them down fast. My lock-on multiplier expired during this part, so I re-applied it. There's a Rumeida group just before this part, and if you use them to build your multiplier it should last through the whole Andras speedkill section, giving you the maximum points here. But as I mentioned above, the Rumeidas are very dangerous and it's too risky, so I don't attempt it.

The side parts on the large Barbados ships are worth more points than the body itself, so I aim for a full-multiplier kill on both parts. On the Raffleshia (L) enemy before the midboss, I don't kill it right away. I get a full-lock on it and then wait until the screen starts to scroll down before destroying it. That allows me to carry the multiplier over to the Jorou spider rush. For the Jorou spider rush, you want to skillfully lead their suicide bullets while making cutbacks across the screen at a good tempo, clearing them all out.



I take midboss out as quickly as possible, using both my lock-on shot and my main shot to deal good damage. You want to time his death so that the two Andras ships appear simultaneously, right after he's defeated. With a full-lock multiplier, each Andras is worth 3m. After the midboss I perform a Break Recharge (fire a bomb and immediately take the E item), temporarily lowering the rank (see screenshot 8).

If you quickly eliminate the large Bagnack group that swarms in from left and right, you can spawn an additional 1~2 Andras ships, but it's difficult to do that effectively with the TYPE-III's narrow shot and the high rank, which is why I lower the rank with that Break Recharge.

In the latter half of the stage, I make good use of the TYPE-III's speed to point-blank the various ground enemies for stars.

For the Galian Worms, I destroy their legs and tail parts before the head, making sure I have a full multiplier I destroy everything. The tail especially is worth a lot of points.

With the two Barbados ships at the end of the stage, I destroy their side parts and take them out as quickly as I can. If you're fast enough, you'll spawn an additional wave of Dagon ships.

【 Stage 3 Boss: Maelstrom 】

In his first form, I damage him only by point-blanking. I trigger his second form during his most fierce attack to get the most stars and points from the bullet cancel. Because the multiplier timer gets refilled according to the amount of bullets you cancel, this will allow me to have a longer multiplier and thereby get even more stars in the next section.

In the second form, the destructible parts are worth a lot of points, so I use repeated lock-on shots and stay focused on damaging them. After weakening them enough, I get a full lock-on multiplier and destroy them all.

The bullets in the third form are insanely fast, but their trajectories are mostly determined: wherever a bullet has flown past, for a short period another bullet won't fly in the same space, so if you keep moving your ship where bullets just went by, you can get through it relatively safely (see screenshot 9).

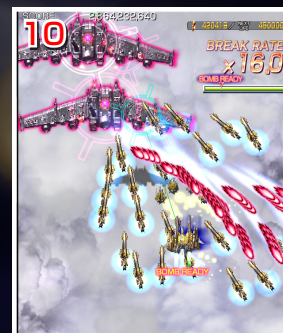
After defeating the boss, I take the Bonus Star item (+30000 stars).



【 Stage 4 】

With the high rank, setting a high lock-on multiplier in the beginning is tough, so I compromise with a more modest multiplier. The suicide bullets here are very fast, but if you get the timing of your cutbacks down it shouldn't be a problem.

Most of the Stingrays that come in from the sides can be speedkilled to spawn more enemies (see screenshot 10). For the first group of two Stingrays, destroying them all within the time limit will spawn an additional two Stingrays, and you can get three sets this way. If you kill the third group quickly you'll also spawn additional Volley and Rennes waves. I failed to get the lock-on multiplier here, and the Stingray has a high base point value, so it really hurts.



The Graziobase ships that appear in the sea of clouds can also be speedkilled to spawn more enemies. You can get up to three to spawn this way. You won't die if you collide with them either, so you can hover your ship right over them. After I destroy their first form I hover over them and seal the tank bullets. There's no need to speedkill the third Graziobase ship, so I weaken the first form with my main shot and then finish it with a lock-on shot. In the second form I try to spawn as many bullets as possible before destroying it for the cancel.

For the six Keepers that come next, you want to point-blank them to weaken them, then carefully finish them off with a full lock-on shot. However, for some reason each Keeper you destroy refills the other remaining Keepers' health a little: the amount you need to weaken each one changes subtly, making it very difficult to get the full multiplier on all of them.



For the midboss' first form, you want to circle around the edges of the screen and keep hitting him with your lock-on shot, trying to kill him as quick as possible. The shot from his body is dangerous, so you'll need to make big movements (see screenshot 11). When he switches to his second form, use the tanks that had been hidden inside him to build your multiplier, being mindful of their bullets. After defeating the midboss, I take the Bonus Star item (+20000 stars).

In the Volley area after the midboss, if you move right beside them their suicide bullets can't hit you.

In the final section with the x5 Quattroverse enemies, I prioritize safety over destroying all their parts. After the final two Quattroverse enemies, the Rennes that come out can be speedkilled to spawn more, so you want to be trying to destroy everything quickly, too.

【 Stage 4 Boss: Diabolos 】

For the initial attack, I first weaken the missile pod on the left, and use the bullet cancel from destroying it to help me get through safely. After that, I weaken the wings and kill them with the lock-on shot to set my multiplier. The right wing has a tendency to go off-screen and remove your lock-ons, so it's hard to get a lock-on kill from it.

In his second form, you will definitely want to milk the infinitely respawning cannons ("Reload Weapon") for stars, score, and the Boost Count Bonus (see screenshot 12). There's four types of cannons, and which one respawns is random, so the first thing you want to do is wait until the relatively safer Laser Cannon spawns. Once the Laser Cannon is in place, move to the opposite side and repeat this pattern: set lock-on --> weaken with shot --> destroy with lock-on for max multiplier.

In the third form, the Rear-Mounted Cannons on both sides are worth a lot of points, but it's exceptionally risky to try destroying them, so I take the safe route and just destroy the boss without delay.

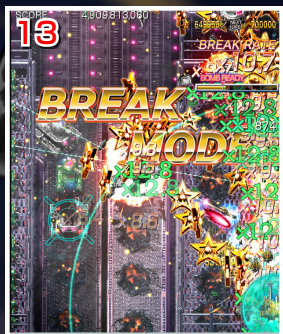
After defeating the boss, I take the Bonus Star item (+40000 stars).



【 Stage 5 】

For safety I start the stage by bombing to lower rank, which cancels my Boost Break. I lose about 70m points this way, but my success rate doing it with high rank only about 20%, so it's a compromise.

The rapid-fire shot of the Desperado tanks will either be aimed at your ship or aimed around it. It's random, so you'll want to have a route prepared for either case. They'll continually fire at the same angle, so it is possible to get trapped.



Next, the destructible missiles from the Blood Crow ships are worth a lot of points, so don't miss them, and only kill the Blood Crows after you've milked the missiles.

After getting through the shutter doors, I set my lock-on multiplier to 12.8 and then use a bomb to lower the rank. The tanks that appear from the edge of the screen here will spawn infinitely, so I use them to quickly return to Boost Break. (see screenshot 13) By doing this I won't need to worry about the suicide bullets, and I can point-blank the infinite respawning tanks for a long time, really raising my score and lock-on multiplier timer. The Hydrasphere that appears right after can be speedkilled to spawn up to two more.

The midboss has parts on each shoulder that are worth a lot of points, so you'll want to get a max multiplier on both. Weaken the left shoulder with shot until it's nearly dead, then destroy it with your lock-on when the midboss' main laser fires. Weaken, but don't kill, the right shoulder parts; you want to carry it into the second form.

For the second form, on his opening missile attack you want to destroy as many missiles as you can to hugely build your lock-on multiplier timer (see screenshot 14). However, the missiles release suicide bullets, so use cutbacks to dodge and a bullet cancel from the right shoulder parts that you left alive. After the missile attack, the lock-on multiplier timer should be very high, so don't use your lock-on here, but instead use only shot to collect stars.



For the Hecatoncheir Khnum that appears at the bottom of the screen, I try to move the bottom part of my ship as close as possible to him so I can shoot him with my main shot (see screenshot 15). I also use my lock-on shot to destroy his limbs at the same time. The two Blood Crows after this will only spawn if you kill Hecatoncheir Khnum quickly enough. When the first Blood Crow appears, I bomb to lower the rank, and re-enter Boost Break by milking their missiles.

The final Sturm Fortress section is very difficult. The Sturm Fortress is invincible until its core opens, so before that you want to clear out the surrounding zako. When the core opens, I weaken it with shot and finish it with my lock-on shot to set my multiplier. Its parts are worth a lot of points and they should be destroyed, but due to the enemy lasers limiting my movement and the extremely high health of the main core, it's too difficult for my current strategy.

【 Stage 5 Boss: Gorgoneion 】

I use the small flying enemies that appear before the main boss to raise my lock-on multiplier, making big cutback dodges to avoid their shots.

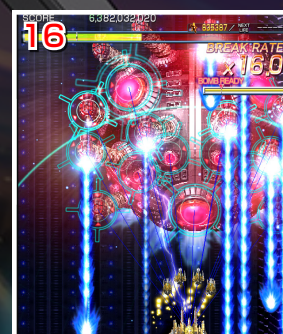
In the first form, I use my main shot and lock-on shot to damage him, and time it so that I trigger his second form the second time he first his big laser.

The boss' movement in the second form will change depending on the timing of when you destroy the first form, so you'll need to devise a plan that reliably triggers the movement you want. His attack with purple, high-speed bullets is fixed. It can be easily dodged with the TYPE-III's fast movement speed if you can work out the route.

In the third form, I destroy the regenerating cannons with my lock-on shot, and then use my main shot until my multiplier timer runs out. When I lock onto him, I try only to lock-on to the cannons (see screenshot 16).

In the final form I watch the timing of his bullets and keep my focus up. As in the second form, the TYPE-III's speed really helps here. I wanted to destroy the boss with a 12.8 multiplier, but I messed it up on this run.

After defeating the boss, I take the Bonus Star item (+50000 stars).



【 EX Boss "Crimzon Heart" 】

For the EX1 form, only the opening spread shot is dangerous. If you can make it through that everything is relatively easy... or it should have been... I mess up one of my cutbacks on his third attack and get hit. Because of this mistake my final score drops by about 200m. Normally on his third attack I get in close and damage him with shot and lock, and destroy him by his fourth attack, the one where he sweeps back and forth with the lasers.

Because of my death, I had to almost exclusively use my main shot on his EX2 form, trying to refill my Break Gauge. If I had not died, I would normally trigger his desperation attack by the time he loops back to his second attack.

For the final desperation attack, it's difficult to get close to him, which means that quickly getting a lock-on is difficult. Because of this, if you use lock-on shots to damage him, you sometimes have a hard time getting the final full multiplier kill on him. Therefore, I get a full-lock on at the very start of the attack and then only use my main shot, up until I deal the final blow with a lock-on shot (see screenshot 17). This has the risk of prolonging the fight, but so long as you can safely dodge his attacks, this strategy will reliably get you the 12.8 multiplier.

By the way, if you are in Boost Break when you destroy his final EX2 form, you'll keep getting additional Survival Points (the points you get just from being in Boost Break) during his destruction sequence.



< Player Comment >

My name is SOGO, and I did the Boost Mode TYPE-III replay. Thank you for watching my run.

My goal was a no-miss clear, but thanks to nervousness and some stupid mistakes, I didn't make it. And I was so close... I did get a score close to my personal best, but I still regret not achieving the no-miss clear.

One thing I especially wanted to do with this replay was present something that showed all the things I normally do in the NESICA arcade version. As such, I didn't update any of my arcade routes. My plan was to jam everything I had learned there into this replay.

The TYPE-III's special abilities make it well-suited to handle the high-speed bullets and suicide bullets of Boost Mode; moreover, the strength of its main shot means that sections that are difficult for the other ships are no problem for the TYPE-III. I think it's the easiest ship to clear with, after TYPE-Z. It has some quirks, but if you just learn a few tricks it's also easy to score with. Some noteworthy TYPE-III advantages: its shot power is high even if you fall out of Boost Break, it's easy to improvise with, and it can handle the stage 5 boss' final attack easier than the other ships. However, as for its scoring potential, because it doesn't receive points and stars from its lock-on shot, I don't think it's a match for the TYPE-I or TYPE-II.

With my current strategies, the score potential for TYPE-III should be above 7.5 billion. There's scoring to be had in places that I thought were too difficult to attempt, so I'm still diligently continuing my quest to reach that score. I hope watching my replay got you a little more interested in the scoring of Boost Mode!

BOOST MODE

★ TYPE-Z player's commentary player & text: CAT_000

< Ship Characteristics >

TYPE-Z's shot has the widest range and highest attack power, making it the strongest ship. However, compared with the other ships, it only gets about half the Survival Points and Chip Points during Boost Mode, meaning it is the lowest scoring ship of all.

If you're only going for a pure survival clear, don't hesitate to choose TYPE-Z.

< Playthrough Commentary >

There's many similarities between my TYPE-Z and TYPE-II strategies, so please look at the TYPE-II replay and commentary too.

【 Stage 1 】

I don't have any particular routes for Stage 1. Compared with my TYPE-II replay, I'm able to destroy one additional set of enemies on the bridge section here. I make some scoring mistakes in the first half of the stage, getting about 5m less than I had planned.

【 Stage 1 Boss: Titanix 】

The way I fight this boss is basically the same as my TYPE-II run. TYPE-Z has a lot of power, so when you're damaging the boss parts on the left and right, be careful not to get carried away and destroy them before you get the lock-on multiplier. If you do this boss correctly, your Boost Timer should be around 3:06 when you destroy him. To make the next stage easier (especially the latter half) you should perform a Break Recharge after defeating the boss by bombing immediately before picking up the E item.

【 Stage 2 】

Because the rank has been lowered for the first half, this part is relatively easy. I take the Bonus Star item (+10000 stars) after destroying the midboss.



【 Stage 2 Boss: Hecatoncheir 】

To destroy all his limbs, you'll basically want to use only your lock-on shot during his first and second forms. His two parts on his rear are especially easy to miss, so you've got to pay special attention to them and keep hitting them with lock-on shots (see screenshot 1).

In the third form, once all his limbs are destroyed he will fire his purple bullet attack. If you take too long this will eventually trap you, so be sure to destroy him before that.

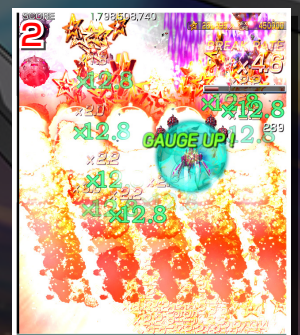
After destroying the boss, I take the Bonus Star item (+20000 stars). With the strong TYPE-Z ship, you'll be able to safely take on the first half of the next stage at high rank.

【 Stage 3 】

During the medium-sized Andras respawn section, my multiplier timer ran out, and getting it back meant that I couldn't kill as many Andras enemies. This happened because I failed to get a full-lock from the preceding Rumeida swarm, thus causing my multiplier to run out early.

Like the TYPE-II replay, with the midboss you want to time killing him so that the x2 Andras ships appear after. I perform a Break Recharge here to lower the rank, and make the following Bagnack section easier (see screenshot 2).

For the Galian Wurms, I destroy all their parts before destroying the head. At the end of the Galian Wurm section, I check how much remains of my multiplier timer; if it's insufficient, I recharge it by getting a full-lock on the enemies there. The section from the Galian Wurms to the boss is very tough, so using a bomb to lower rank, and then re-entering Boost Break around the Rafflesia section is an effective tactic.



【 Stage 3 Boss: Maelstrom 】

Right after destroying the second form, I use a bomb, but this wasn't intended. I just accidentally pressed the bomb button without realizing it. (laughs) Normally I destroy this boss without bombing, and then perform a Break Recharge. But doing it like this allowed me to get through the third form safely too, so I guess it's also an effective way to do things. In that sense, maybe my mistake will help someone!

【 Stage 4 】

In the opening, there's several Aegis enemies that appear, and I failed to get a high lock-on multiplier on all of them. Let's just say I was still shaken up from the accidental bomb on the stage 3 boss. (laughs)

I commented on this in the TYPE-II replay, but many of the enemies on this stage have a high base-point value. Be sure to get the full multiplier on them. In particular, if you fail to get the multiplier in the Stingray enemy section, it will be a huge blow to your final score (see screenshot 3).

After the midboss, I perform a Break Recharge to be safe.



【 Stage 4 Boss: Diabolos 】

Since I just lowered the rank after the midboss, I don't need to bomb here like I do in the TYPE-II replay. In the first form, I use the bullet cancels that come from destroying the missile pods and wings to make it through. I didn't bother with trying to destroy things with the lock-on shot. I think you can consider yourself lucky if you can get the multiplier on the left wing.

For the second form, I milk the Reload Cannons. You want to wait until the Scatter Type cannon appears... but I got lucky on this run and it appeared right away (see screenshot 4). When his third form starts, I tried to get my multiplier up from the Grenade enemies, but I failed. This part is hard. You can kill all four Rear-Mounted Cannons, but for safety I leave one of them alive and then destroy the boss.

After the boss, I bomb to lower the rank and make stage 5 easier. But I don't take the E item; instead I take the Bonus Stars (+ 40000), which delays getting back into Boost Break a little.



【 Stage 5 】

In the first half of the stage, on the fourth Desperado tank I eat a bullet right in the face, and lose a life. I had made the same careless mistake in several of my previous attempts to record this replay too (see screenshot 5).

After going through the first shutter, I use a bomb to lower the rank, and then refill my Break Gauge by killing the infinitely spawning tanks. I think it's important right after you die not to become stingy with your bombs, but follow your normal strategies.

I handle the midboss exactly as I do in the TYPE-II replay.

Compared with the other ships, the Sturm Fortress area is somewhat easier because of the TYPE-Z's stronger firepower.



【 Stage 5 Boss: Gorgoneion 】

I handle the first and second forms exactly as I do in my TYPE-II replay.

In the third form I milk the regenerating cannons, but depending on how many lock-ons you actually get, it often happens that some cannons are left alive, so be careful for the lasers those will shoot out.

The fourth form is basically the same as in my TYPE-II run.



【 EX Boss "Crimzon Heart" 】

Similar to my TYPE-II replay, I aim for a safe run and bomb the EX2 form, lowering the rank and letting me safely make it through the final desperation attack (see screenshot 6).

For TYPE-Z, if you start his desperation attack with your Break Rate around 2.5, you can enter Boost Break right before killing him.

Of course not using any bombs would get you a higher score, but my approach balances safety with a certain amount of scoring. Hopefully seeing it will be of use to someone!

< Player Comment >

My name is CAT_OOD, and I did the Boost Mode TYPE-Z replay.

I also took on the TYPE-II replay, but previously I had only played Crimzon Clover at home and in Time Attack Mode, so playing in the atmosphere of a normal game center was a real challenge for me. I died so many times after the third stage... just remembering it puts me in a bad mood. (laughs) The reason I continued playing after that mysterious accidental bomb on the third boss is because I had endured so many trash runs before. Hopefully that gives you some perspective on this replay. Thanks for watching!



ORIGINAL MODE

★ SYSTEMS & TECHNIQUES

★ Display



Break Rate

Break Gauge

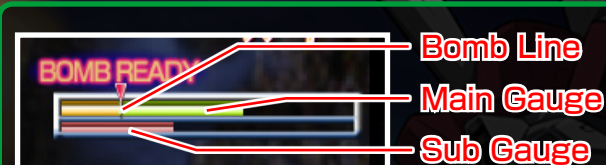
Lock-On Multiplier

Lock-On Multiplier Timer

Break Mode Timer

★ System

【 Break Gauge 】



Bomb Line

Main Gauge

Sub Gauge

- ◆ When the Main Gauge fills past the bomb line, pressing the Break Button will release a bomb.
- ◆ When the Main Gauge reaches MAX, pressing the Break Button will cause you to enter Break Mode. The lower Sub Gauge becomes the Main Gauge.
- ◆ While Break Mode is active, pressing the Break Button and entering Break Mode again will trigger the even stronger Double Break Mode.

The Break Gauge increases by shooting and destroying enemies with your shot.

When using the main shot, the Break Gauge will fill under the following conditions:

- Shooting and destroying enemies fills the Main Gauge. When the Main Gauge reaches MAX, the Sub Gauge will start to fill up.
- If you are close to enemies when you shoot them, the amount the gauge increases will be larger.

When using the lock-on shot, the Break Gauge will fill under the following conditions:

- Excluding TYPE-III, just firing your lock-on shot will fill the Main Gauge. When the Main Gauge reaches MAX, the Sub Gauge will start to fill up.
- Destroying enemies with your lock-on shot will cause both the Main Gauge and Sub Gauge to fill up. If the Main Gauge is already full, its amount will also be applied to fill the Sub Gauge.

In all cases, the higher the current lock-on multiplier is, the larger the increase.

【 Bomb 】

When you use a bomb, all bullets are cancelled on-screen, and you are temporarily invincible.

Each time you use a bomb, the Bomb Line moves up. The line will fall back a great amount if you collect the "Bomb Line Recovery" item from one of the three items that are released when you destroy a midboss or boss. Also, each star you collect will lower the line by a small amount.

【 Break Mode 】

While in Break Mode, the following occurs:

- Entering Break Mode cancels all bullets on-screen, and you are temporarily invincible.
- Your ship's power is greatly increased.
- The Break Rate is doubled. When Break Mode ends, it is set to 1/2.
- The Break Rate increases much faster.
- Hitting enemies with shot causes stars to be released.
- The maximum number of targets that can be locked-on increases to 28 (normally it's 24).
- The amount that the Lock-on Multiplier Timer increases each time you destroy an enemy goes up during Break Mode.
- The Sub Gauge is not filled during Break Mode.
- During Break Mode, the attacks from aerial enemies become a little stronger.
- When Break Mode ends, the bullets onscreen are cancelled, and for a very brief window you are invincible. Also, your Break Gauge returns to half-full.



【 Double Break Mode 】

While in Double Break Mode, the following occurs:

- Entering Double Break Mode cancels all bullets on-screen, and you are temporarily invincible.
- Your ship's power goes even further up. You gain two options. (When Double Break Mode ends, it goes back to the original number)
- The Break Rate is doubled again. When Break Mode ends, it is set to 1/4.
- The Break Rate increases even faster.
- The maximum number of targets that can be locked-on increases to 32.
- The amount that the Lock-on Multiplier Timer increases each time you destroy an enemy goes up even higher during Double Break Mode.
- During Double Break Mode, the attacks from aerial enemies become stronger.
- The Break Gauge does not increase. Because of this, you can not bomb during Double Break Mode.
- While the Break Mode Timer is above 100%, it depletes 1.5 faster than when it is below 100%.
- When Double Break Mode ends, the bullets onscreen are cancelled, and for a very brief window you are invincible.



【 Break Rate 】

The Break Rate increases according to the following conditions:

- Hitting enemies with shot.
- Destroying enemies.
- Cancelling enemy bullets.

In all three cases, the higher your lock-on multiplier rate, the larger the increase will be.

【 Lock-On Multiplier 】

The Lock-On Multiplier is set according to the number of lock-ons engaged when you destroy an enemy with the lock-on shot.

Example 1: 10 locks are engaged, and an enemy is destroyed with the lock-on shot--> 4.0 multiplier set.

Example 2: 24 locks are engaged, and an enemy is destroyed with the lock-on shot--> 9.6 multiplier set.

When the Lock-on Multiplier is set, the Lock-on Multiplier Timer is displayed.

The Lock-on Multiplier is only in effect for the duration of the Lock-on Multiplier Timer.

※ The formula for points added from destroying enemies or collecting stars is: Basic Value x Break Rate x Lock-on Multiplier.

【 Lock-On Multiplier Timer 】

The Lock-on Multiplier Timer increases and decreases according to the following conditions:

- It decreases as time passes.
- It increases by destroying enemies. (The amount of increase is greater depending on the mode you are in: Double Break Mode > Break Mode > Normal Mode)
- It increases when enemy bullets are cancelled.

★ Techniques

【 Point-Blanking 】

When your ship or options are very close to an enemy and you fire with your main shot, red sparks are released. This is "point-blanking."

Point-Blanking has the following effects:

- Main shot damage goes up.
- Break Gauge increases faster.
- Break Rate increases faster.
- When you are in Break Mode or Double Break Mode, point-blanking enemies release more stars.



【 Set your Lock-On Multiplier and enter Break Mode 】

Whenever you enter Break Mode, there is a lengthy period in which enemy bullets will be cancelled. If you enter Break Mode with your Lock-on Multiplier set high and cancel a large number of bullets, your Lock-on Multiplier Timer will increase greatly.

While the Lock-on Multiplier is active, your Break Gauge and Break Rate increase much faster, so actively keeping your Lock-on Multiplier high is a key component of scoring well.

【 32 locks in Normal Mode (with a 12.8 Multiplier) 】

In Normal Mode the maximum number of targets that can be locked-on to is 24 (allowing your Lock-on Multiplier to be set to a max of 9.6), but in Break Mode that maximum increases to 28, and in Double Break Mode it increases to 32 (allowing your Lock-on Multiplier to be set to a max of 12.8).

If you end Double Break Mode with all 32 locks engaged, when you release it in Normal Mode you will get a 12.8 multiplier, which can then be sustained throughout Normal Mode. This allows you to have a 12.8 multiplier even when you aren't in Double Break Mode.

Aiming for a high score in ORIGINAL MODE

- ◆ Try to get a high Lock-on Multiplier for enemies (Maximum is 12.8).
 - This raises the point value of both enemies you destroy and stars you collect. It also increases the speed at which the Break Gauge and Break Rate go up.
 - ◆ Point-blank enemies and make effective use of bullet cancels to raise the Break Rate.
 - This raises the point value of both enemies you destroy and stars you collect.
 - ◆ Try to increase the number of times you enter Break Mode and Double Break Mode.
 - This raises the point value of both enemies you destroy and stars you collect. It also raises the speed the Break Rate goes up.
- In particular, by the latter half of the stages the Break Rate is always higher, so you can quickly raise your score there by entering Break Mode or Double Break Mode.

ORIGINAL MODE

★ TYPE-I player's commentary player & text : makki

< Ship Characteristics >

TYPE-I has a relatively wide shot and is neither too fast nor too slow. It also has a lock-on shot that locks on quickly and can be used like an auto-fire shot. TYPE-I has no real weaknesses or quirks, and on the surface it appears to be the easiest ship to use. However, its main shot, compared with the other ships, is very underpowered, so for all those medium-sized enemies that appear past stage 3 with a lot of health, you have work extra hard to memorize their spawning locations so you can get in quickly and deal lots of point-blanking damage.

< Playthrough Commentary >

[Stage 1]

Get a high lock-on multiplier, shoot enemies --> rinse and repeat to raise your Break Rate. In Original Mode you mainly raise your Break Rate by shooting enemies, and the score formula for when you destroy an enemy is: Base Value x Break Rate x Lock-on Multiplier. Furthermore, when you're in Break Mode, your Break Rate increases at double the speed, and that jumps up to quadruple the speed in Double Break Mode. This means that the basic strategy for high scoring is to raise your Break Rate and destroy high point value enemies while in Double Break Mode.

The Aegis ships are invincible until they open the shells that protect their core, so point-blank them to build up your Break Rate and Break Gauge. Hitting enemies with your lock-on shot will also add to your Break Rate independent of your main shot, so when the Aegis ships appear and are invincible, you should be able to get about 10 lock-on shots on them to further build up your Break Rate. There are many Aegis ships here, so it makes a big difference on your Break Rate whether you do this or not.

You can get a full-lock on the Aegis enemies while they're invincible, but once their invincibility ends it turns out they actually have very low life, so you can only get a few lock-ons (basically, the number of lock-ons you can get on an enemy is limited by that enemy's health). You'll want to keep this in mind and adjust how you lock-on to enemies for the situation at hand.

When setting a new lock-on multiplier, the lock-on multiplier timer value is determined according to this formula: Base value + Number of enemies simultaneously destroyed. Therefore, in areas where there are a lot of enemies, it will build the timer faster to lock-on to multiple enemies and destroy them rather than focusing all your locks on a single enemy (see screenshot 1).



Once you set the lock-on multiplier, move to the top portion of the screen and build your Break Rate by firing on the Gug tanks while they're invincible (see screenshot 2). In this game, enemies at the very top of the screen or the very edge of the screen cannot be damaged by your main shot. It's extremely important for scoring in Original Mode to take advantage of this by point-blanking them while they're invincible, which builds your Break Rate and gets you lots of chip points while in Double Break mode. However, when you're point-blanking invincible and high-health enemies, it's very easy to get carried away and collide with an aerial enemy. On sections where such collisions are prone to occur, even though it will lower your Break Rate a little, fall back to a safer distance and take down the aerial enemies from there.

While in my first Double Break, I try to build my lock-on multiplier timer by utilizing the bullet cancel from the large Hydrasphere ship and getting full-locks from the enemy zaku. On this run I killed the Hydrasphere before he could get his second volley in, so my timer fell a bit, and as a result my Break Rate fell by about 100.

On the first Daedalus tank I let him fire and wait for my multiplier timer to expire. In situations where your multiplier timer is at a low value, you can get a higher score by letting it run out and resetting it, rather than trying to add to it. On the bridge, where the set of Daedalus x1 and Aegis x2 enemies come in from opposite sides, you can kill them all

to spawn another set.

In the high-speed scrolling section, kamikaze zako ships called Needles will fire at you if you're in the top half of the screen, so I cancel as many of their bullets as I can by using the bullet cancel from the end of my Double Break Mode, and the bullet cancels from destroying the two Hydraspheres (see screenshot 3). This also raises my multiplier timer. This is a difficult section: you want to destroy the two Hydraspheres with your lock-on shot in order to fill the Sub Gauge, but the Needles cause your lock-ons to be unfocused and prevent you from damaging the Hydraspheres. When you kill the Hydraspheres, try to time it to get as many of their bullets cancelled as possible.



When you next enter Double Break Mode, if your multiplier timer is around 150 you won't need to reapply the lock-on multiplier again. And you can chain the following sequence for the highest point value: regenerating Grezzo cannons --> Aegis + Hydrasphere --> Needle swarm (that can be speedkilled to spawn more).

After destroying the last Hydrasphere, move to the top of the screen, and while you kill the respawning Needle swarm, you can also shoot the invincible Gug tanks.

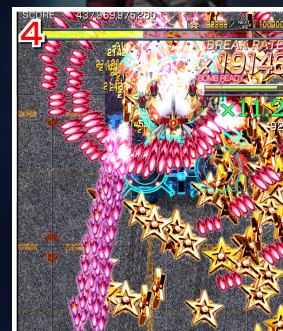
【 Stage 1 Boss: Titanix 】

When the boss fight starts, skillfully herd the bullets of the main cannon while you damage the side parts.

During his second attack, avoid shooting the main body: when his body crosses the central yellow line in the background, go into Break Mode. I know it's a really detailed point to try and explain like this, so I will always try to make it as clear and simple as possible, but most of the Break Mode timing comes down to very specific maneuvers like this.

When he rotates back to the right side I destroy his right parts. If you destroy it while he's moving to the left, the force from the explosion causes him to move way to the left, making it difficult to destroy those parts.

After destroying his right parts, you want to enter Double Break before your multiplier timer reaches zero. I trigger it so that it cancels bullets from both the Gun Pod (left parts) and the rotating spread from the main cannon. This raises the multiplier timer a large amount (see screenshot 4). After that, I destroy the left parts with a full-lock, then weaken the boss with shot and finish him with a full-lock.



If you kill the boss with a full-lock shot (the multiplier will be 9.6 in Normal Mode, 11.2 in Break, and 12.8 in Double Break), a ton of stars will keep pouring out during his explosion sequence. The formula for these stars is: Base Value x your Break Rate when stars appear on-screen (not when you collect them). If your Break Timer is above 60% when the boss dies, the stars will all be worth a lot of points.

After destroying the boss, I select the E item (it refills your Break Gauge by about 75%) for the next stage.

【 Stage 2 】

When you destroy enemies with lock-on shot, there are two cases:

If the number of enemies you shoot is less than your current multiplier, for each enemy you destroy your multiplier timer refills by 3.

If the number of enemies you shoot is more than your current multiplier, for each enemy you destroy your multiplier timer refills by 9.

Enemies like the Gug tanks have two destructible hitboxes: one for their turret, and one for their main body. Therefore, in places where there's a lot of small tanks--like this section just before the Daedalus--if you can target a lot of them with your full lock-on shot you'll see a big refill of your multiplier timer (see screenshot 5). However, enemies that scroll or move offscreen will have their lock cancelled, so you've got to be careful about that. In this section where all the tanks are moving in the upper half of the screen, before I fire my lock-on shot I make the screen scroll to the right to prevent my lock-ons being cancelled by the tanks moving offscreen.

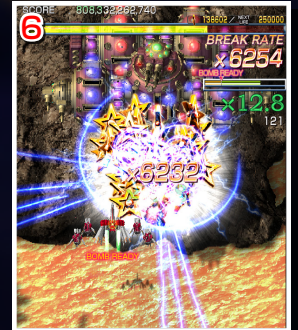


I then enter Double Break mode, timing it so that it will end during the big red bullet pattern (the one that's aimed at your ship) that the first Quattroverse ship fires. The Quattroverse puts out more of these red bullets if you destroy his parts. If you can build your multiplier timer high enough (when the Quattroverse attacks I have mine around 650), you can carry the 12.8 multiplier all the way to your next Break Mode.

When destroying enemies with the lock-on shot, if you relock to set your multiplier at a higher rate (for example, your multiplier is at 4.8, and you lock onto another group of enemies to re-set it to 7.2), you will get a bonus to your multiplier timer of about 50. I use this technique from just before starting my second Break and up to the midboss. By carefully resetting my multiplier several times in a row like this (setting it to 7.2, then 9.6, then 11.2, then 11.6, then 12.4--being careful here to check the number of enemies I'm locking onto before releasing the lock-on shot--then 12.8), I'm able to build up the multiplier timer, and maintain it all the way to the midboss. When the midboss appears you can safely point-blank him for quite awhile, so the more you build your multiplier timer before this, the larger your Break Rate gains will be.

When the midboss comes in, I'm still in the middle of Double Break Mode, so I target his Gatling Gun with the max 32 lock-ons for a 12.8 multiplier. This is to make use of the technique described in the Original Mode System Guide, "32 locks in Normal Mode" (see screenshot 6).

During the midboss fight the screen will scroll both up and down, and you don't want to kill him until the screen is at the very bottom of its downward scrolling. This is to spawn the maximum number of enemies in the next zako rush. In this run I prioritized point-blanking the Volcano in Double Break mode above spawning the maximum number of enemies for the zako rush, so I took the Bonus Star item here (+10000 stars). However, in my runs since then, I've realized that: spawning the maximum number for the zako rush + taking the E item when Double Break mode ends + re-entering Break Mode, would yield a higher score. To see this pattern in action, please watch my TYPE-Z replay.



I enter my last Double Break around the third or fourth Volcano enemy. This area has a dense grouping of enemies worth a lot of points. After destroying the Quattroverse I move to the top of the screen to point-blank the Critter ships while they're invincible.

I use the final two Volcanos and the Grenades they emit to refill my gauge for the boss fight.

【 Stage 2 Boss: Hecatoncheir 】

The basic point value for the limbs is determined in a unique way. Each one is worth the number of limbs you've already destroyed x 1000. In total, there are 24 limb parts to destroy, but destroying the last two rear parts with the full multiplier is too difficult, so currently I don't attempt it. That leaves me 22 parts to destroy, making the very last one worth 22000 base points, a very high value. However, each part you destroy makes the boss' attacks more fierce and harder to dodge, so it's necessary to devise a route that will safely allow you to get a high multiplier kill.

First, when the boss enters and his targets first become visible, I use a bomb to deal damage to all his parts. I use the invincibility window after bombing to damage the rear parts with both my main shot and lock-on shot. After that I continue to shoot the main body and his parts, filling my Break Gauge to near MAX.

When his limbs fire their rapid-fire shot and the body does its multidirectional blue shot, I follow this pattern: destroy his parts and set the multiplier --> use the bullet cancels from entering Break and Double Break mode to build the multiplier timer. Finally, I destroy the main body with my lock-on shot and trigger his second form. My multiplier is set at 12.8, and by this point my multiplier timer is maxed out (999).

In the second form, I aim to destroy all his lower parts before the boss starts jumping. After he starts jumping I aim for his middle-left parts, but one of the features of this boss is that he moves his body inwards according to how your ship moves, meaning his arms always stay at the very left/right edges of the screen. You can use this to your advantage by moving to the far left or right when he jumps, then crossing over to the opposite side when he lands. This creates a space between his limbs and main body allowing you to shoot the limbs more effectively (see screenshot 7). I use this to weaken the rear left parts till they're nearly destroyed, then I trigger his third form.

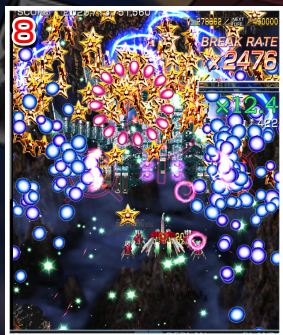


In the third form, I wait until his second round of attacks, then follow this pattern: use lock-on shot on the parts I weakened in the previous phase, setting a 9.6 multiplier --> enter Break Mode --> enter Double Break Mode. I'm using the bullet cancels from the breaks to fill my multiplier timer. Then, while the timer is still going, I use both lock-on shot and my main shot to destroy all the remaining parts (except the very x2 rear parts). After his attacks have looped, I move to the right side and shoot those limbs, carefully leading the bullets so I avoid getting trapped. I used that same technique in the second form too, of luring the boss' main body to the left, then cutting back to the right to open up a space for my attacks on the limbs.

If you get all the parts as I've described, the boss is worth 420 billion in total.

[Stage 3]

In the beginning, I try to do two things: get a full-lock on the zako swarm, and use the bullet cancel from entering my first Double Break to cancel as many bullets from the Andras' needle spray as possible. If I do it right, I can max the multiplier timer out from that first 12.8 full-lock (in this run I failed, only getting about 750 for the multiplier timer).



I don't kill the Barbados ship until after my Double Break ends. The large number of bullets that Barbados fires can be cancelled first by the end of the Double Break, and once more from destroying the enemy itself, so I use that to raise my multiplier timer and Break Rate (see screenshot 8). My Break Rate isn't very high yet, so I ignore Barbados' parts (for more about his parts, see below).

The Double Break point is at the midboss, but my gauge isn't going to be full enough for that, so I use a single Break here instead.

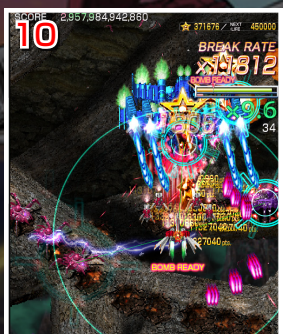
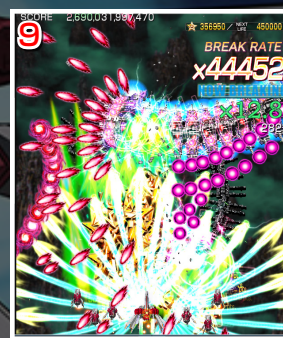
The Raffleshia (L) flower is invincible until it opens up, so point-blank it to build your gauge and break rate. However, there are also Uboras enemies here on the bottom right side of the screen who will release suicide bullets if you shoot them. And sometimes their suicide bullets will be fired at you from behind. It's a very dangerous section, so I wait until the Uboras have gone downscreen somewhat before I begin to point-blank the Raffleshia (L). After Break Mode ends, I destroy it with a lock-on shot, while keeping my eye on the multidirectional 5-way pattern it spits out. Then I move to the top of the screen and point-blank the invincible Jorou spiders to raise my Break Rate. From here I do my multiplier reset technique, going from 4.8 -> 7.2 -> (7.6 to 9.6) -> Break -> (~ 11.2) -> 11.2, thereby building up my multiplier timer.

At the midboss, I keep my eyes on his 6-way needle spread, and start Double Break. Using the invincibility from the Double Break, I don't bother to dodge, but just destroy his first form right away. For the second form, I wait until the main body comes down the screen and then destroy it. Then I position my ship just slightly above where the item will spawn, and immediately take the E item as soon as it appears. That allows me to point-blank the Rumeida ships that appear right after the midboss is destroyed.

In the following Bagnack rush, if you destroy them all quickly, you'll spawn Andras ships, and you can use your Break and Double Break to cancel their bullets, building your multiplier timer.

After defeating the Barbados ship, a swarm of Rumeidas appear. When the Rumeidas appear their turrets are pointed downwards, so if you position your ship in the upper part of the screen, you're safe until they can rotate their turrets at you. You can use this opportunity to point-blank them, quickly building up the Break Gauge.

The Galian Wurms are constructed of 18 leg segments, 3 tail parts, and one head. The tail especially has a lot of life and is difficult to destroy, but it's also worth a lot of points. If you destroy the head first, then after destroying the legs, you can re-destroy the "bone parts" as well for additional points and stars. But for some reason, on this playthrough when I destroyed the head with the lock-on shot, I heard a different sound effect and a huge number of stars poured out. If you're in Double Break here the points from the stars are huge, so it's key to finish the Galian Wurms with a lock-on shot (see screenshot 9). The point value of the stars here depends on the Break Rate at the time the stars appear on-screen (not at the time the enemy is killed), so ideally you'd want to stay in Double Break until all the bone parts are destroyed.



After the Galian Wurms, the area from the x3 Andras up to the Bagnacks is extremely difficult for the TYPE-I ship and its weak main shot. When the Andras appear, I try to speedkill them by point-blanking and using my lock-on shot (see screenshot 10). Even if my multiplier is low here, I don't worry about it. Dying here would be almost as bad as having to bomb, and it would mean I wouldn't be able to go into Double Break either, resulting in a big score loss.

In the final section, two Barbados ships appear, and the side parts of the Barbados ships are each worth 25000 points: a huge value. During my final Double Break my Break Rate is close to 50000, so with a 12.8 multiplier that makes a single part worth 1.5 billion. Furthermore, when you destroy

the side parts, the number of stars released by the main body of the Barbados changes. If you destroy only one side, the main body will release stars worth about 200 billion. If you destroy both side parts that goes to 400 billion--a big difference. If you can speedkill Barbados, you'll spawn Dagon enemies (up to a max of 9 rows), but your total score will be higher if you focus on destroying the side parts, even if it means a few less Dagon. Unfortunately, I couldn't think of a good way on this playthrough to destroy both Barbados side parts, so I only do one side. At this point in the run, my stage 3 total is 1.45 trillion, and my Break Rate is up to 13000. But it isn't uncommon to lose about 100 billion points from the 12.8 multiplier timer from the midboss expiring, or from failing to get the full-lock kills on the Galian Wurms.

【 Stage 3 Boss: Maelstrom 】

For the first form, I point-blank him to fill my gauge, then destroy him in Break mode. Evading his bullets isn't hard, but since I'll be point-blanking for awhile, I'm careful about not colliding with his body as it moves up and down.

In his second form, after I lock-on to his parts, I carefully deal damage with shot to all the remaining parts equally, following a pattern of: set multiplier --> Double Break (raising the timer) --> destroy with 12.8 multiplier. (see screenshot 11) Ideally I'd be able to initiate my multiplier off one of the Petal Beams, but I suspect that the Petal Shell is easier to get the lock-ons. There are times when I can't get hardly any lock-ons for the Petal Beams, so to be safe I try to destroy both with a high lock-on multiplier. After going into Double Break I destroy all the parts, but destroying each part seems to cause some kind of recoil on the boss, somehow influencing the way he moves, so I try not to destroy every part from the same direction. If you keep destroying his parts from only the right or left side, he will move completely off-screen, and if you only shoot him from the front he'll move down the screen, making his next attack very difficult to dodge. To prevent this, I only use my shot on his parts, and after destroying one I hold back from firing for a moment until he has calmed down, then I move to the next parts. But if you take too much time your multiplier timer will run out and your Double Break will end, so you've got to be thinking about that too. If you destroy all the parts in his second form, you get about 230 billion points.

For the third form, I just focus on defeating it. Dodging his bullets is a pain so I use a bomb.

After destroying the boss, I take the E item. I want my Break Gauge filled for scoring in the opening of stage 4. If you're able to defeat this boss without bombing, it's fine to take the Bonus Star item (+30000 stars).



【 Stage 4 】

I use the invincibility from my first Break/Double Break to get my lock-on multiplier up from the zako. Then I quickly switch to shot, taking care not to get hit by the Volley attacks.

For my second Break, I try to let the Rennes Booster ships fire as many bullets as possible before entering Break. I use that bullet cancel, and the lock-on resetting technique to build my multiplier timer.

By speedkilling the Grazzibase, you can spawn a third. I failed to kill this third Grazzibase by the end of his first multidirectional attack, but if I had succeeded I would have had a little multiplier timer remaining for the next Guardian section, and been able to build my Break Rate by point-blanking them.

When the Guardians appear I focus my damage on the first and third, using the first to set my multiplier at 9.6. Then for the third I enter Break --> Double Break mode, extending the multiplier timer through the bullet cancels, and using lock-on resetting to go from 11.2 to 12.8 multipliers, raising my multiplier timer even further. By speedkilling the remaining Guardians, I'm able to carry my multiplier over to the next midboss and still get some good point-blank damage in.



In the midboss Leviathan's first form, I try to get as many lock-ons on the Rennes ships that appear, building my Break Gauge. For his second form, I try to take him down quickly while building my timer from lock-on resetting and my Break Mode bullet cancel. By killing him quickly I'm able to carry my multiplier timer over to the next section: a huge swarm of Volley enemies worth a lot of points.

In the area with Aegis and Volley ships, you want to point-blank the Aegis ships, but be careful not to get caught up in that and accidentally crash into the Volleys, or accidentally take the wrong item that the midboss drops (I take the E item). (see screenshot 12)

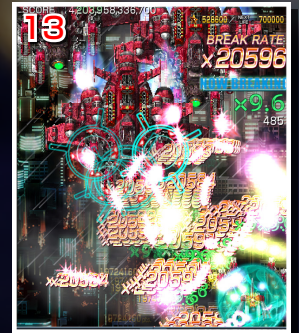
When you fire your ship's main shot, its hit box actually extends very slightly behind you, so you can hit enemies behind you with your main shot. I use this to take out the Volley swarm that comes in from all directions. However,

if you keep your ship at the very bottom of the screen, they will sometimes collide with your ship, so I position myself just a little up from there, and gradually move up as the enemies appear. In the following massive Volley assault, I've found that shot alone isn't enough to break through them, so I handle that section by moving to the right. By refilling my multiplier timer it should be possible to carry a 12.8 multiplier from the midboss through the Volley rush, but I haven't mastered it yet.

In the x5 Quattroverse rush, I destroy the first with my lock-on shot, to build my Break Gauge. When the third Quattroverse appears I go from Break Mode right into Double Break (see screenshot 13). The points from the bullet cancel are big too, so I try to let them fire as many bullets as possible.

Normally, after the fifth Quattroverse's destruction animation (it turns red and explodes), Rennes Booster ships will appear. But if you speedkill both the fourth and fifth Quattroverses, the Rennes Boosters will appear after the fourth Quattroverse instead. If successful, you'll get about 20% more enemies, and with the remaining time on your Double Break it can be worth a lot of points depending on whether you pull it off.

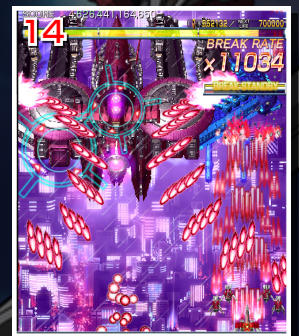
This run score for stage 4 was 950 billion, and my Break Rate 11000.



【 Stage 4 Boss: Diabolos 】

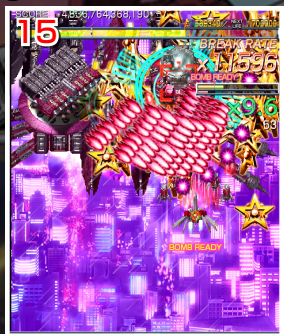
The attacks in his first form are very fierce, and you will want to prepare yourself for the scoring opportunities in the second form, so it would be nice if you could just speedkill this first form and build your gauge. However, he also has a lot of high-value parts that can only be destroyed in this form, so I do my best and try to destroy them while Double Breaking.

First, I quickly destroy the right Missile Pod. Then I shoot his main body during his first attack, and during his second attack I shoot his wings. If you start his second attack off shooting the wings, and keep shooting them, then you should deal enough damage so that they're nearly dead by the end of the second attack (see screenshot 14). Although the boss' staccato movement might look random, it's actually the same set movement everytime, so you can memorize a route for dodging the needle bullets in his first attack and the bullets from the wings in his second attack. During his third attack I shoot the left wing and the left missile pod, and then I wait until he loops back to his second attack to destroy his missile pod and set my lock-on multiplier to 9.6. Then I enter Break Mode and Double Break Mode, and after my multiplier timer is raised, I destroy the right wing for a 12.8 multiplier. At this point, if you aren't careful with your lock-ons they'll all get targetted on his main body and Radar Attachment, so watch out for that. After destroying the right wing with my lock-on shot, I destroy his remaining parts while my multiplier timer is still going, finishing his first form.



By killing the reviving cannons on both sides of the second form you can build your score considerably. Type-I's firepower is comparatively low, and it is hard to retain your multiplier and fill the break gauge using only the main shot, so you should use the lock-on shot as well. You have to concentrate on destroying them one by one, however, it doesn't matter which side you attack.

When his second form starts, I destroy his cannons until the Harmonica Type cannon appears (it shoots the most bullets of all). It's completely random which cannons will appear, and if your luck is bad the cannon you want might not show up at all, or by the time it does appear, you've already dealt too much damage to him, meaning you won't be able to get as many Breaks in. If the Harmonica Type cannon does show up, you want to leave it in place, then go and kill the opposite cannons with full-lock to build your Break Gauge.



You can't destroy the cannons with a single lock-on shot alone, so you do need to weaken them with shot a little bit first. But each cannon has a different amount of health, so be careful. The amount of health they have goes like this: Harmonica > Scatter > Laser = Gatling. Incidentally, this is also the order of their point value. After locking onto a cannon, you want to get as close as you can, lined up slightly diagonally. That approach will work for almost every cannon.

Also, don't kill the cannons until the Harmonica cannon has finished its rapid-fire shot (see screenshot 15). If you destroy them in the middle of the Harmonic Cannon's rapid-fire shot, then some of the bullets at the end of that attack won't be cancelled, and they can be very dangerous. You'll want to milk as many of these cannons as possible for score, but of course, you have to stay focused and avoid getting hit by the Harmonica Cannon.

With my current strategies, the TYPE-I should be able to get three Double Breaks and a single Break in here. If you can get a large multiplier set from the Harmonica cannon, the Break Gauge will fill faster and four Double Breaks could be possible, but it isn't safe, so I don't attempt it here.

In his third form, getting a lock multiplier started is almost impossible, so I try to carry my multiplier timer over from the second form and preserve it until the boss is destroyed. If you destroy the second form with about 60% of your Double Break left, then all the suicide bullets from the Grenade enemies that appear in the opening of the third form will be cancelled when your Double Break ends, refilling the multiplier timer by a large amount. After using my main shot to clear out the rest of the Grenades, I bomb here. Then I point-blank to build my gauge and enter Break Mode --> enter Double Break mode (when the Grenades appear the second time) --> destroy all four of the Rear-Mounted Cannons, and then finish the boss himself. After destroying both Rear-Mounted Cannons on one side, the laser attack becomes very difficult to dodge, so I damage him enough so that I can kill the main boss right after the cannons are destroyed.

The first form of the boss is worth 200 billion, the second 600 billion, and the third 400 billion points. It's a huge part of the score.

After destroying the boss, I select the E item.

【 Stage 5 】

In the beginning, I aggressively point-blank the Gug group of zako tanks and the fixed Geyser Cannon turrets to build my Break Gauge and Break Rate. However, the angle of the rapid-fire shot from the Desperado tanks is random each time they fire, so you've got to be really careful.

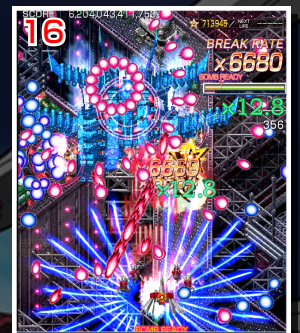
The Blood Crow ships before the first shutter can be speedkilled to spawn more.

In this replay I get hit by a bullet from a tank right under me, but if I had done things according to my correct route, my Break Rate would be up to about 5000.

The Gug tanks that come in from the sides after the first shutter will spawn infinitely for a set period of time, so I enter Double Break here, set a 12.8 lock-on multiplier, and try to get in close and kill as many as I can. Your Break Rate will vary widely depending on how this part goes.

If you speedkill the Hydrasphere after the infinite spawning Gug section, you'll spawn one more Hydrasphere.

When the large Barbados ship appears, I first destroy his right parts to secure some space for dodging (see screenshot 16). If you speedkill this Barbados you will spawn another, but then you won't be able to handle the infinite spawning tanks above and below, and your score will actually go down. So I don't speedkill the Hydrasphere, but instead delay killing him to the last moment.



For the group of Gug tanks after the second shutter, by locking onto them the moment they appear at the very screen, and then releasing the lock-shot right before they're about to escape off-screen, you can set a very high lock-on multiplier. After setting that multiplier I destroy the rest of the Gug tanks --> start Break Mode when the midboss begins firing --> and then carefully time my Double Break when he attacks again. In this way I'm able to keep the multiplier timer going.

In the midboss' second form I milk the missiles. The missiles will release suicide bullets when they're destroyed OR when they reach the bottom of the screen, so I take care to position myself in such a way that I won't let any get by (see screenshot 17). I'm able to refill my

Break Gauge by destroying these missiles, allowing me to re-enter Break and Double Break. I time entering Break Mode so I change his lateral movement pattern, avoiding the need to make dangerous dodges. After destroying the missiles, I refill my multiplier timer with bullet cancels from destroying his parts and from Break Mode ending. This allows me to carry my multiplier timer all the way to his second round of missile attacks. You really want to have enough Break Gauge for the next part, so I try not to damage the main body with my shot. I fire with shot until Break Mode is ended, building the gauge and finally destroying his main form. I select the E item he drops. A Break Gauge of around 150% is enough for the next part.

For the Hecatoncheir Khnum that appears at the bottom of the screen, I know that it takes about 7 lock-on shots to destroy his limbs, so I deal damage accordingly. While building my multiplier timer, I destroy all his parts and then destroy the main body. I make sure to destroy his main body only when he's fired a lot of blue bullets, in order to build my multiplier timer from the bullet cancel (see screenshot 18).

I then build my Break Gauge by destroying the missiles from the Blood Crows that appear right after this, and I speedkill them to spawn another two. If it looks like I'm going to get trapped at the edge of the screen, I temporarily move right next to the Blood Crow and point-blank the missiles, which stops them from releasing suicide bullets.



The final area with the Sturm Fortresses is worth 1.4 trillion points--about 1/7 your total score. But the enemies are also doing all they can to crush you so you've got to stay focused and give it your all. I can't even count the number of times I died here... the silver Dulles tanks fire very fast bullets, so you have to be especially careful. I destroy the tanks with my lock-on shots in order to build the sub-gauge, and I move my ship around so that I can effectively lock-on to multiple targets. If this part doesn't go well, I sometimes won't have enough gauge to start Double Break mode in the next section.

I try to kill as many of the Sturmm Fortress' surrounding parts as I can before destroying the Fortress itself. The Bagnack fleet which also appears here will quickly escape off-screen, so I do my best to destroy them too.

After getting the attention of the second Sturm Fortress and entering Break Mode, I stay close until just before my Break ends, when I enter Double Break mode (see screenshot 19). When your Double Break has more than 100% remaining it decreases faster, so doing it this way means that I can extend the total time of Break and Double Break mode, maintaining Double Break up to and through the destruction of the third Sturm Fortress.



【 Stage 5 Boss: Gorgoneion 】

The Crimzon Bit enemies that appear before the boss are worth a lot of points, 5000 each, so you want to destroy each of them with a high lock-on multiplier. But if you let too many of them on-screen it becomes very difficult to dodge their bullets, so I don't try anything too reckless here. Whether I start Break Mode here or not depends on my gauge: I can get about 40 billion in Break Mode, or 20 billion without.

For the first form, my only strategy is to enter Break Mode and kill him when there are a lot of bullets on-screen.

For the second form, before the multiplier timer runs out, by timing the start of my Double Break when he fires his big aimed pattern I'm able to quickly get my multiplier timer up to 700. After that Double Break ends, and I point-blank for stars. I then only use my shot for the remainder, building my Break Gauge. Finally I destroy his second form with a lock-on shot, timing the kill at the second round of his attack with the most bullets.



I enter Double Break when his third form starts, and after milking the regenerating laser cannons, I trigger his next form right before my Double Break ends (see screenshot 20). This part is very hard, due to the fact that the lasers don't aim exactly at your ship, and the cutbacks are difficult to perform while you wait for the laser cannons to regenerate, so I just do my best and try to make it through.

In the final form, I want to be in Break Mode when I destroy him, but building the Break Gauge is hard here because the TYPE-I is slow and you have to keep dodging for a long time. So I bomb during one of my cutbacks and safely take him down. If we assume a Break Rate of 16500 when this boss first appears, then you can get about 130 billion from the first form, and another 250 billion by the third form.

After destroying the boss, I select the Bomb Recovery item, for use on the EX Boss.

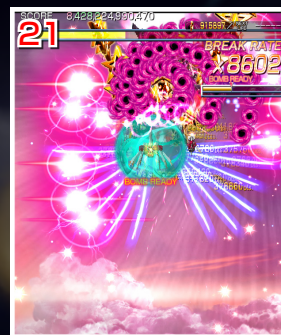
【 EX Boss "Crimzon Heart" 】

As you might expect from the final boss, the base point value for him is extremely high: 100000 for EX1 and 200000 for EX2. You'll want to destroy them both while in Double Break Mode, but with the TYPE-I building the gauge will take a long time, and you'll have to keep dodging his fierce bullet curtains. I somehow get through the EX1 form, but because I am bad at dodging, I give up trying to get a Double Break kill for the EX2 form. Instead I prioritize having a lot of extra lives, so I use bombs. With both EX1 and EX2 forms, if you bomb, for a short period after if you shoot him with your lock-on shot, he return fire with his own lock-on shot. His shots won't hurt you, but

they really build your Break Gauge, so whenever I bomb, I always follow it up by getting in close and firing lock-on shots. (see screenshot 21)

For the EX1's first spread attack, it's relatively easy if you put some distance between yourself and the boss and stay to the left or right. In his third attack with "whirlpool" bullets, the way he moves does not appear to be pre-set, but the trajectory of the bullets is always the same, so I think you can still memorize the places where it's easier to dodge. Yet there's no denying that it's a fearsome attack, and I ended up dying here.

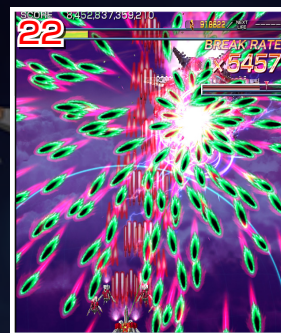
Since I'm aiming for a Double Break kill of the EX1 form, that means I need to stay alive till about the second time he comes back to his third attack. But because I died I had to settle for killing him in normal Break Mode. Had I been successful with a Double Break kill, I would have waited until I had 50% time remaining and then killed him, meaning my Double Break would end when the EX2 form fires his laser attack.



The EX2 form's second attack is difficult, so I always plan to bomb here. During this attack the boss will chase very close to your ship, so I do the following: lure him to the edge of the screen and bomb --> while the bomb is going off, I don't move to the other side, but instead stay there and shoot him to build my gauge up --> just before the invincibility expires I start moving away. This reduces the number of cutbacks I have to do.

For his final attack you need to look at the whole screen to find places to dodge, but if I start to feel even a hint of danger that I'm going to get trapped, I bomb. (see screenshot 22)

By the way, assuming you're going for a Double Break and 12.8 multiplier finish, then by using only shot, you'll have to dodge about 3 rounds of his attacks (he should be ready to kill by the 3rd round of his 2nd attack). Also, as for his health bar, if you reduce it to the point right around the "S" of the "SCORE" display, and then release a full 32 lock-on shot, you should get the 12.8 multiplier kill.



< Player Comment >

My name is Makki, and I did the Original Mode TYPE-I and TYPE-Z replays.

I've been playing mainly Original Mode TYPE-I since Crimson Clover was first installed in the arcades. Since that time, I have been focusing all my efforts on scoring routes more than getting the clear; I first cleared the game about a month after it came out. I really enjoyed seeing my score go up by the billions each time I figured out a new strategy, and I kept playing and playing, wondering just how far I could go. As a result, with my current strategies and a no-miss clear, I was able to reach over 9 trillion points in the arcade. I aimed for a 9 trillion point clear in this replay, too, but my death in the first part of stage 5 nixed that. However, my score of 5.93 trillion by the end of stage 4 was a new personal best, and I was able to clear the game on that run, so I'm personally satisfied with it.

By the way, as of the time I'm writing this commentary, I've achieved 9.4 trillion on the arcade version. For someone like me who sucks at dodging and dies a lot, I think a score higher than this will be difficult with my current strategies, but I think with improvements to my routes on every stage, a score of 10 trillion is theoretically possible.

ORIGINAL MODE

★ TYPE-II player's commentary

player & text: RETurn

< Ship Characteristics >

Compared with the other ships, the biggest feature of the TYPE-II is its positionable options. When moving quickly the options will trace after your ship; when moving slowly you can keep them locked in place. If you line them up in a row you can have an ultra-wide shot; if you gather them all around your ship you can focus your firepower. TYPE-II's movement speed, lock-on shot, and other characteristics make it a relatively balanced ship overall.

< Playthrough Commentary >

【 Stage 1 】

The Aegis ships are invincible when they're closed, so you can point-blank them to raise your Break Gauge and Break Rate. You can also get a lot of locks on them while they're closed, so I try to get a full-lock before I destroy them. The Aegis ships will spawn more enemies if you kill them quickly, so I take them out as fast as possible. I've had my later routes ruined because I didn't spawn enough of them, which meant I didn't have enough Break Gauge.

Most enemies are invincible while they're at the very top of the screen, so I aggressively point-blank them there. For this part I keep my options focused on my ship, so my shot is more powerful.

At the high-speed scrolling area, the medium sized ships that come in can be speedkilled to spawn more, so I line my options up horizontally and quickly kill the Aegis and Hydrasphere ships.

For the area with the regenerating Grezzo cannons I keep my options horizontal, and position myself at the very bottom row of Grezzos, efficiently destroying them (see screenshot 1).



【 Stage 1 Boss: Titanix 】

Before the boss fight begins, I re-gather my options on me. Weakening his side parts with my shot, I wait until my Break Gauge is filled and then enter Double Break mode, destroying the two side parts before the main body, and using a full-lock kill for each. During his 3rd attack (the rotating cannon attack) it's safe if you stay right above him, but you also need to watch out because he sometimes makes a big quick upward movement, and you can get crushed.

After the boss is destroyed, I select the E item.

【 Stage 2 】

In the beginning I try to get full-lock kills to raise my Break Gauge, Break Rate, and lock-on multiplier timer. If I fail to get full locks it will mean less Break Gauge, potentially ruining my routes later in the stage. Also, since Break and Double Break modes increase the maximum number of targets you can lock-on, a good way to raise the timer is to keep successively getting higher lock-ons.

After the Daedalus tank, several Black Hounds appear, and I line my options up horizontally to safely take them out.

After my Double Break ends, I aim for a full-lock kill on the Quattroverse ship. It isn't too hard if you also lock-on to the surrounding zako (see screenshot 2). Something to remember, not only in this part: for enemies that cancel bullets when they're destroyed, killing them with a full-lock builds the Break Gauge very quickly.



On the midboss Brionac, I follow this pattern: destroy the Gatling Head and two Detachable Pods with full-lock --> build gauge until I can Double Break --> when the background has scrolled all the way down, destroy the main body. The further the screen has scrolled down when you kill the midboss, the more enemies you will spawn in the next zako rush.

After destroying the midboss, I take the Bonus Star item (+10000 stars).

The Volcano trains in the latter half of this stage are very important for your score. Not only are the Grenade enemies they emit worth a lot, but the suicide bullets they spawn are worth a lot when you cancel them by destroying the Volcano (note: the Grenades will not spawn suicide bullets if you're too close to them when you destroy them). Also, the Volcanos are invincible for awhile after they appear, so you can point-blank them for score then.

【 Stage 2 Boss: Hecatoncheir 】

For his first form, I start off by point-blanking him to build my gauge. Then I raise my multiplier timer in the following way: destroy his parts with a lock-on shot --> wait until there are a lot of bullets onscreen, then Break --> Double Break. After I've raise my multiplier timer a lot, I trigger his next form. (see screenshot 3)

As an aside, if you wait too long on any of his forms, he will self-destruct, ending that form. If that happens, not only will he release a high-speed multidirectional bullet spread that is nearly undodgeable, but your Break Rate will also be nearly halved.

For his second form, I try to destroy as many parts as I can while in Double Break mode.

I follow the same pattern above for his third form (full-lock kiill on parts --> Break --> Double Break), raising my multiplier timer, and finally destroying his main body after taking out his many parts. The parts are worth more points the more of them you destroy, so you want to kill as many as possible, but this also makes his attacks more fierce, so I don't try anything too unreasonable and just kill the boss.

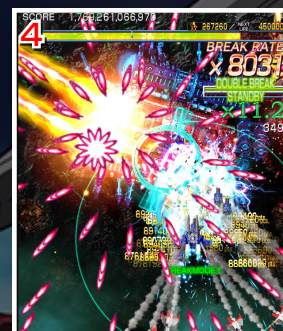
After the boss is destroyed, I select the E item.



【 Stage 3 】

The Andras ships in the first half can be speedkilled to spawn more enemies, so I enter Double Break mode and try to quickly destroy them. Then, I destroy the side parts of the Barbados ship while still in Double Break, and after Double Break ends I destroy the main body. My multiplier timer gets filled by the bullet cancel from the end of my Double Break.

I use the midboss' first rotating laser + 6-way red bullet attacks as my cue for entering Double Break again, using the invincibility to safely get through that part (see screenshot 4). After that I try to kill him as quickly as I can before my Double Break ends. This midboss looks like he's a ground enemy, but you actually will die if you collide with him, so be careful. After the midboss is destroyed, I take the E item.



If you destroy the heads of the Galian Wurms first, their parts will also explode, and you won't get any points for them. So I always try to destroy the parts first.

For the final two Barbados ships, I quickly gather my options, and go for their high-value side parts. I then destroy the main body after killing both side parts.

【 Stage 3 Boss: Maelstrom 】

In his first form I enter Break mode, and try to trigger his next form when there's a lot of bullets on-screen to cancel. In his second form I point-blank him with my options lined up to build my Break Gauge, and destroy his parts with lock-on shots. The boss also recoils each time you destroy one of his parts, so you have to be really careful when you're close to him.

With my Sub Gauge above 80%, my plan was: set my lock-on multiplier by destroying his parts --> Break --> Double Break --> destroy second form --> carry that over and destroy third form. However, on this run, I got hit by a bullet in his third form.

After the boss is destroyed, I select the Bonus Star item (+30000 stars).

【 Stage 4 】

In the beginning I carefully position my options while trying to get full-lock kills.

The Stingray ships will spawn more enemies if you speedkill them, so I take them out quickly. I'm trying to spawn two sets of x4 Stingrays, and time it so that my Double Break ends when there's a lot of bullets onscreen to raise my multiplier timer (see screenshot 5).



In the cloud area, you can spawn up to three Graziobases by speedkilling them.

For the six Guardians, I weaken them with shot, set my lock-on multiplier, and enter Break and Double Break modes. I try to destroy them all before my Double Break ends.

On the first form of the midboss, if you circle around the screen too quickly it's very easy to get hit by his lasers. Also, note that you won't die if you collide with the Rennes Boosters that appear here.

When the midboss switches to his second form, while watching out for the tanks that he uncovers, I enter Double Break mode and finish him. After killing him, I position my options around my ship in preparation for the next area.

After the midboss is destroyed, I grab the E item once my Double Break ends.

After the midboss, Volley enemies appear from all sides, but with my options surrounding me I'm able to hold out.

【 Stage 4 Boss: Diabolos 】

Before the boss appears I line up my options above my ship, and destroy one of his missile pods while the lock-on multiplier I carried over from the stage is still going. I try to fill my Break Gauge as much as possible in this first form, so I can use it in the second form.



In his second form, the type of "Reload Weapon" cannon that first gets set is random, and each time it gets replaced, it's also random. I hold out until the Harmonica Type is set, and then I move to the opposite side and destroy that cannon with lock-on for a 9.6 multiplier --> enter Break Mode --> enter Double Break Mode --> set a 12.8 multiplier, and destroy as many cannons there as I can. While in Double Break mode, for safety I always wait until the Harmonica cannon has finished shooting before I destroy the opposite cannons. After Double Break ends, I weaken the cannons with shot before re-locking on, but I've got to be careful because each cannon has slightly different health and attack timings (see screenshot 6).

In the third form, while my multiplier timer is going I destroy the high-value Rear-Mounted Cannons, then finish the main body.

After the boss is destroyed, I take the E item.

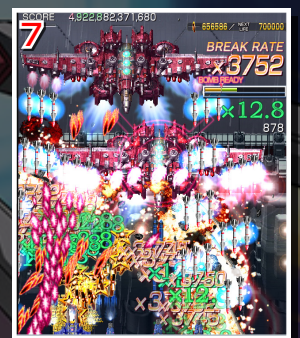
【 Stage 5 】

When the stage opens, I focus my options and point-blank the group of tanks while they're invincible.

For the laser-firing Geyser Cannons, I have routes planned for each cannon and each potential firing angle.

The Death Parade tanks have a lot of health and very strong attacks, so I focus my options before reaching them and then quickly take them out.

The Blood Crow ships that shoot rapid-fire missiles can be speedkilled to spawn more. Using the firepower from my Double Break, on this run I was able to spawn two additional Blood Crows (see screenshot 7).



After the first shutter, the Gug tanks that appear from the left and the right will continually respawn, so I enter Double Break, focus my options, and move to the edge of the screen to shoot them, which yields huge points.

In the area where the screen scrolls diagonally, there are two Barbados ships. I destroy their side parts and then finish the main body. If done quickly, you can spawn two more Barbados.

On the midboss Grand Rally, I milk the missiles in his second form. If you line your options up horizontally it's a safe and effective way to destroy all the missiles (see screenshot 8). The Grand Cannon side parts are also worth a lot of points, so I make sure to kill them at the right timing. After destroying the midboss I take the E item.

After that, I set my options to trail behind my ship to deal with the Hecatoncheir Khnum that comes in from the bottom of the screen. I set my lock-on multiplier, then wait for his multidirectional shot before entering Break and Double Break modes, thereby building my multiplier timer up.



I destroy the first Sturm Fortress while in Double Break, and I use a bomb on the second Sturm Fortress to make it through. If I take too long in destroying the first Sturm Fortress, my Break Gauge will actually be too filled up, and it will ruin the rest of my route.

【 Stage 5 Boss: Gorgoneion 】

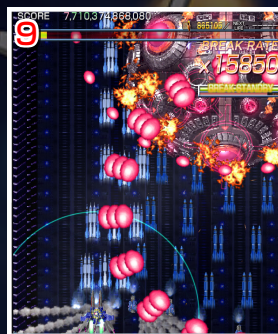
In his first form, I visually distinguish between the high speed and low speed bullets, and dodge around the bullet fan.

In the first attack of the second form, after moving to line myself up with the outside pink bullet attack, it's easy to dodge the red-bullets that are aimed at your ship.

In the third form I try to destroy the Gorgon Sting cannons with as high a lock-on multiplier as I can. I first try to take out the lower cannons, making big sweeping movements when I do my outbacks. In this section, if you stay in the same place for too long, it's easy to get hit by the suicide bullets that come out after a cannon is destroyed.

For the bouncing attack of his final form, the TYPE-II can fire at him from a safer distance by positioning the options horizontally (see screenshot 9). After awhile, if the boss chases you into a corner, you can Break, and Double Break if it happens again. That was my plan at least, but I got too focused on trying to kill him and ended up getting killed.

After the boss is destroyed, I take the Bonus Star item (+50000 stars).



【 EX Boss "Crimzon Heart" 】

The EX Boss has a special ability: if you become invincible, for a short time he will also be invincible. During this time if you fire a lock-on shot at him, he will return fire with a lock-on shot. This return fire will not damage you, but it builds your Break Gauge very quickly, so it should be taken advantage of.

In the first attack of his EX1 form I just dodge as best I can. If it looks like I'm about to get hit I bomb.

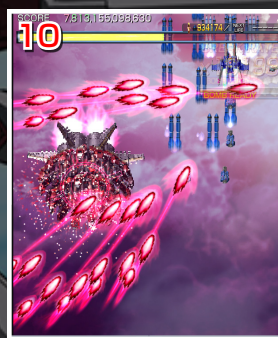
For the second attack I lead his bullets and move above him to escape his shots.

For his third attack I focus on dodging, and timing things for a Double Break + full-lock kill.

When the EX2 phase begins, on his first attack I'm in Double Break, meaning I can't bomb. I keep my eyes on the upper portion of the screen while trying my best to dodge.

On his second attack, you want to make big cutback movements, but if the circumstances make it look like that's going to be difficult, then I use a bomb.

For his third attack, with the aimed bullets that change their trajectories, I use the whole screen to move around and dodge. But this time I get pressured into a narrower and narrower space and end up dying (see screenshot 10).



For his final desperation attack I just focus and dodge, and bomb or enter Break Mode if I think I'm about to get hit. However, this time my judgment was very off, and I lost several lives. I apologize for having such an embarrassing ending to this run...

< Player Comment >

My name is RETurn, and I did the Original Mode TYPE-II replay.

If you memorize the positioning for your options, TYPE-II can be very strong, but it does have more quirks than the other ships. Perhaps because of this it has the least Original mode rankings on Steam (as of this recording). My hope with this recording was to let more players know the strength of the TYPE-II, but because I don't handle pressure

very well, I blew so many runs whenever I was on my way to a new personal best. The last stage was especially frustrating for me. I'm sorry...

On the NESiCAXLive arcade version of Crimzon Clover, my goal is 8 trillion. Right now I'm also working on other arcade shmups (Dodonpachi Daifukkatsu and others), just doing my best at my own pace.



ORIGINAL MODE

★ TYPE-III player's commentary player & text: GFA2-ISO

< Ship Characteristics >

The TYPE-III has the fastest ship speed and most powerful main shot, and at first glance it appears to be the strongest ship. But in Original Mode, the important things are building your lock-on multiplier, the number of times you can enter Double Break Mode, and the timing in which you enter/exit Double Break mode. In light of this, the TYPE-III has several disadvantages that, overall, make it difficult for scoring: namely its narrow shot, the slowness at which its gauge increases, and the slowness of its lock-on shot.

< Playthrough Commentary >

【 Stage 1 】

At the start of the stage I aggressively point-blank enemies to build my gauge. If I slack off here, I'll be late in starting my first Break, ruining my later stage routes. When the Aegis ships appear I destroy them with lock-on shots, building my lock-on multiplier. While the lock-on multiplier is active, your Break Gauge increases at a higher rate, so I must not miss a lock-on here.

When the three Aegis ships appear, I first kill the center one, and destroy the remaining two and the surrounding zako with my lock-on shot. In areas like this where there are a lot of zako, if you destroy them with your lock-on you can build your multiplier very quickly.

In the bridge area where the scrolling slows down, the two Aegis ships and one Daedalus tank can be speedkilled to spawn more groups, so I try to kill them instantly (see screenshot 1). On the third group I enter Break Mode, then after making sure to destroy the fifth Aegis with my lock-on shot, I enter Double Break. I want to use the bullet cancels from entering Break/Double Break when there are a lot of bullets onscreen, in order to build my multiplier timer. So I always set a high lock-on multiplier before entering Double Break mode.



The medium-sized ships in the high speed scroll area can also be speedkilled to spawn more. In Double Break mode your number of options increases and your shot becomes wider, so the TYPE-III can stay in the middle of the screen here and efficiently destroy everything. If you do a good job speedkilling you can spawn an additional two Hydraspheres at the end of this section, so I leave one side alive and enter Break Mode, then keep destroying the regenerating cannons to build my gauge. Then I enter Double Break mode.

When my Double Break ends, I reach the boss with just a little gauge left (this is important).

【 Stage 1 Boss: Titanix 】

The Break Rate decreases as boss fights go on, so you want to be quick about killing them. The speed at which it decreases is especially fast on this first boss. His attached parts and his main body are both worth lots of points, so I weaken them with shot and aim for the highest lock-on multiplier when I finish them.

When the boss is destroyed I take the E item.

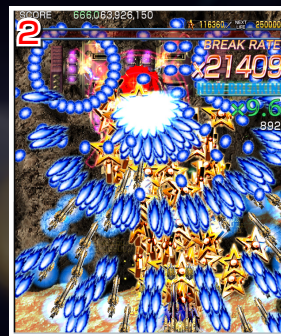
【 Stage 2 】

In contrast with the first stage, the opening to stage 2 has a lot of enemy bullets coming at you, so I carefully use my lock-on shot to build my gauge up.

The large Quattroverse ships shoot out a lot of bullets, so I try to time my Double Break to end while the Quattroverse is onscreen. This way I build my multiplier timer off the bullet cancel from the Double Break ending. Thus I'm able to preserve my current 12.8 multiplier, and then I do my best to shoot enemies and build up the Break Rate. The Decor tanks that come in on the right side of the background building here have very high health so I focus on shooting them.

The midboss arrives while I'm in Double Break mode, and since my Double Break is about to end I use the "32 locks in Normal Mode" technique and destroy his Gatling parts with a 12.8 multiplier. After destroying the two Detachable Pods, the main body will fire a huge number of bullets (see screenshot 2), so I start a Break --> Double Break, hugely filling my multiplier timer and getting the 12.8 multiplier kill. After the midboss is destroyed I take the Bonus Star item (+10000 stars); I can't take the E item while I'm still in Double Break mode.

Even after my Double Break ends, the multiplier timer has a lot of time left on it, so I primarily use my main shot here to destroy enemies, raising my Break Rate.



The Grenade enemies that the Volcano trains emit are worth a lot of points. But if you kill the Volcano before them they will all disappear, so always position yourself to kill the Grenades first.

【 Stage 2 Boss: Hecatoncheir 】

The limb parts of this boss are worth a lot of points, but the more parts you destroy the more fierce his attacks become, so I take a moderate approach.

In his first form, my pattern is: lock-on to his parts --> start Break Mode (building the multiplier timer) --> destroy his main body. However, the TYPE-III's shot is so strong that it's difficult to weaken the parts without killing them, and I often screw up. Destroying his parts also causes some damage to the boss' main body, so you've got to stay focused (and yet, this run I messed up on two of them...).

There's not really any special scoring opportunities in the second form, but I do my best to kill him when he's doing his attack where he swings his arm.

In the third form I try to destroy his parts with my lock-on shot and start Break Mode, but I screw up my bullet herding and end up losing a life. Regaining my composure, I check to make sure I've locked on to his parts and then Break --> Double Break, trying to destroy as many parts as I can before finishing the main body.

After the boss is destroyed, I take the E item.

【 Stage 3 】

The Andras ships in the first half of the stage can be speedkilled to spawn more enemies, so I Double Break before they appear, then get into position so I can instant-kill them. (see screenshot 3)

When the Barbados ships appear, I only kill one side of their side parts for the 12.8 multiplier, then finish the main body.



When the midboss fires his laser straight ahead, I enter Double Break, and thanks to the insane firepower of the TYPE-III, I speedkill the first and second forms. After destroying him I take the E item.

For the Galian Wurms, if you kill their heads first then the other parts explode, and you don't get points for them.

After the Galian Wurm area, the mix of ground and air enemies is very difficult, so I try to focus on dodging. But if you don't set a high lock here, there won't be enough gauge to start Break Mode in the next area, so I do my best to get my lock-on multiplier going here too. The TYPE-III's lock-on shot is slow, but be careful not to get impatient and destroy too many enemies here with your main shot. If you do, you probably won't be able to get a 9.6 multiplier.

For the final two Barbados ships, if my gauge is full I immediately go into Double Break. Their side parts are worth a lot of points, so I destroy those before taking out the main body.

【 Stage 3 Boss: Maelstrom 】

There's no particular scoring opportunities in his first form. I just enter Break Mode, and try to destroy this form when there's a lot of bullets onscreen.

The second form has parts worth a lot of points, so I enter Double Break mode and try to shoot them all off. I use my main shot until the second round of his laser attack, then I start a Break --> Double Break, destroying his parts and main body. (see screenshot 4). Each time you destroy one of his parts the boss recoils (?), and if you just keep killing his parts without a plan, you can end up maneuvering him into a very difficult position and trapping yourself.



To prevent this you need to carefully and deliberately destroy his parts.

For the third form, like the first form I just destroy him. After he's destroyed, if my gauge is low I take the E item, but I had enough gauge on this run, so I selected the Bonus Star item (+30000 stars).

【 Stage 4 】

At the start of the stage, after entering Break Mode I first focus on shooting the Aegis ships to build my gauge. The enemy attacks here are very fierce, but if I just focus on dodging and not shooting, then my gauge won't be full enough for my next Double Break. Once my gauge is full I start a Double Break, building my lock-on multiplier and quickly killing Stingray ships to spawn another three sets (see screenshot 5).



In the sea of clouds area, when it looks like the Rennes Boosters are about to corner me, I enter Break Mode.

When the Grazzibase appears I immediately start shooting it and building my gauge, then I go into Double Break mode. If you kill the Grazzibase quickly you can spawn an additional two, but I didn't make it on this run.



You don't have much room to maneuver in the area with the six Guardians, so it looks like one of the hardest parts of the game. But all the bullets are aimed at you so it isn't hard to memorize an effective route. (see screenshot 6) My plan was to weaken them with shot, lock onto the second one, start a Break, and then Double Break... but because I didn't spawn the third Grazzibase before this, I didn't have enough gauge, and couldn't start Break Mode.

At the midboss, Zako will appear for a limited time during his first form. The TYPE-III's narrow shot makes it easy to die here, so I don't try too hard to score and just start Break Mode, safely getting through this and triggering his second form.

Watch out for the tanks he uncovers in his second form. I Double Break here and destroy him, taking the E item.

After the midboss, Volley enemies attack from all sides, so I make sure not to collide with them while I'm dodging. The Volley enemies release suicide bullets when they're destroyed, but if you're close to them you can seal their bullets. When the two sets of Volleys come in from both sides, as long as I just stay still and hold down shot, I've never died here (at least, not yet).

For the final Quattroverse rush, I make sure to get the lock-on multiplier going from the first ship, then start Break Mode when the next one appears. If my gauge is full I enter Double Break. If you kill the fourth and fifth Quattroverses quickly enough, you'll spawn additional Zako, so I take them out as fast as I can.

【 Stage 4 Boss: Diabolos 】

The opening attack of his first form is extremely tough, so I kill one of his side missile pods as soon as possible. I died after this, but usually I shoot his main body to build up my gauge. The second form of this boss is the highest scoring opportunity in the game, so I make sure to fill my gauge as much as I can in his first form.

The cannons which appear in his second form are random, and when they're destroyed another random one is respawned. Since the Harmonica Type puts out the most bullets, that's the one you want to have fixed on one side while on the other side, you destroy as many cannons as you can. Sometimes, though, you can have bad luck and the Harmonica cannon will never spawn. Destroying the cannons also causes a small amount of damage to the boss itself. Consequently I've had many runs where my scoring just fell apart here: the number of cannons you can destroy is a key part of a good run. On this playthrough I had pretty bad luck, and the Harmonica cannon kept not appearing. Once it appears, you want to follow this pattern: set a 9.6 multiplier on the opposite cannon --> enter Break Mode --> enter Double Break --> set a 12.8 multiplier. Then you just keep milking the cannons. Note that it's safest if you destroy the cannons after the Harmonica has fired its entire salvo (see screenshot 7). Also remember to maintain your multiplier timer by bullet cancelling, and that each cannon has slightly different health. I do this cannon milking until the third form is destroyed. There was one point where things got really hairy and I had to start a Break



Mode early as an emergency measure, and this lowered the total number of Double Breaks I could get in by 1. The score loss here really hurt.

At the start of his third form he releases Grenade enemies, and if you point-blank them you can seal their suicide bullets. I get just close enough to point-blank them, then move down a little, and after enough suicide bullets have been released I enter Break Mode, and enter Double Break right when he fires his laser. Then I destroy all his cannons, and finally the boss itself.

After the boss is destroyed I take the Bonus Star item (+40000 stars).

【 Stage 5 】

The enemies in the beginning of stage 5 are placed in such a way that's very difficult for the TYPE-III to handle with its narrow shot. Still, I try my best to raise my lock-on multiplier. With my multiplier set, I wait for the Geyser Cannons to attack and then enter Break Mode, adding a big increase to my multiplier timer.

The Desperado tanks are very dangerous so I focus on them ahead of the other enemies here. When my Double Break runs out things instantly get a lot harder, so I think it's fine not to worry about preserving the 12.8 multiplier, and just focus on survival to get through.

The Blood Crows can be speedkilled to spawn more enemies: you only need to speedkill the first one to spawn two more. After this I hold back from trying to score, and focus on building the gauge to near MAX.

When the first shutter opens I move to the top-center of the screen, and once my shot is hitting the tanks I enter Break and Double Break modes. This quickly gets my multiplier to 12.8, and then I move to the edge of the screen (right or left, it doesn't matter). For a set period of time, the zako tanks here will spawn infinitely. Being at the edge of the screen allows you to kill them instantly. (see screenshot 8)



The combination of the Barbados ship and the zako tanks is extremely dangerous. The Barbados' side parts are my main priority while I carefully evade the bullets from the zako tanks and the Barbados' main body. If you can speedkill the Barbados you'll spawn another, but it's extremely dangerous, so I focus on safety and take my time instead.

Before the midboss appears there are zako tanks, and I use them to set a 9.6 multiplier. However, the screen scrolls very fast here, and thanks to the TYPE-III's slow lock-on shot, it's difficult to get your multiplier up. If you fail here, it will have a big impact on your score later on, so you will need to have memorized a good pattern for your ship placement and lock-on timing.

You can milk the missiles in his second form, but the TYPE-III's narrow shot again makes it difficult to do efficiently, so you need to make use of the bullet cancels from starting Break/Double Break, and the bullet cancel from ending Double Break. There are two rounds of missile attacks, and in between I use the bullet cancels from destroying his parts to build my multiplier timer, carrying the 12.8 multiplier over to the second round of missile attacks. After the midboss is destroyed I take the E item.

With the Hecatoncheir Khnum, I set my lock-on multiplier and wait for his multi-directional shot before entering Break Mode, which raises my multiplier timer. After destroying him two Blood Crow ships appear, but I don't have enough gauge now for my next Break Mode, so I set my multiplier on the surrounding zako and carefully destroy their missiles, thereby building up my gauge.



The various parts of the Sturm Fortresses are worth a lot of points, so you want to destroy as many as you can, but it's very difficult to stay alive for long here, so I take a moderate approach. After destroying the second Fortress my Double Break ends, and I try to point-blank as many enemies as I can here so I can build my gauge and be able to Double Break again on the third Fortress. This section just barely has enough to fill your gauge, and if I slack off just a little I won't have enough to Double Break. (see screenshot 9) If I can get my gauge to about 150% I can initiate Break Mode --> hurry and build more gauge during

Break Mode --> enter Double Break mode as quickly as possible.

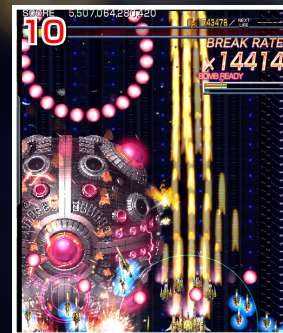
【 Stage 5 Boss: Gorgoneion 】

At the start of his first form, I stay right in front of him, point-blanking and dodging. After entering Break Mode I destroy his first form, and start a Double Break at the beginning of his second form. Before my Double Break ends I apply a full-lock to execute the "32 locks in Normal Mode" technique, enabling me to destroy his second form with a 12.8 multiplier.

In his third form, the angle that the laser cannons fire is hard to read, so I try to kill them quickly to avoid being hit. When his health is about halfway down (or I think I might get hit) I enter Break and Double Break mode. Between his lasers and bullets it's a tough fight, but I do my best and kill him with a multiplier lock-on.

The bullet curtain attack in his final form isn't as bad as it looks, but once his health gets to a certain point his bouncing becomes faster, and it's very dangerous (see screenshot 10). I bomb preemptively to give myself some breathing room, then I weaken him till he's nearly dead and finish him with a full lock (9.6).

After the boss is destroyed, I take the E item.

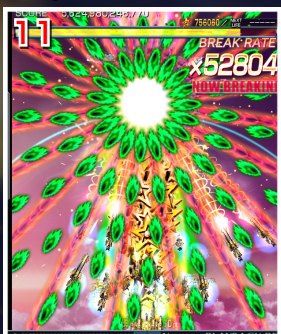


【 EX Boss "Crimzon Heart" 】

I don't have a strategy for the first attack of his EX1 form, so I just stay calm and dodge.

For his second attack I circle around him.

His third attack is very hard, but by enduring for just a little bit I can enter Break and Double Break, avoiding almost all of the attack and getting a 12.8 multiplier kill. This is one place where the TYPE-III's powerful frontal firepower really shines.



When the EX2 form starts I still have my Double Break going, so the density of the bullets is higher than normal, but I just keep calm and dodge on (see screenshot 11).

In his second attack he gets closer to your ship, so I move to the side to avoid being cornered.

His third attack is just aimed bullets, and you can dodge it with big movements.

His desperation attack is very tough. Moreover, if you become invincible he will also become invincible for a short time, so you can't just bomb your way through it. Also, both EX1 and EX2 forms have a special ability where if you use your lock-on shot on him while he's invincible, he will also return fire with a lock-on shot aimed at you (that refills your Break Gauge when it hits you). You can refill your Break Gauge a lot at this part. Whenever I bomb I always take advantage of this, and I bomb several times here.

< Player Comment >

My name is GFA2-ISO, and I did the Original Mode TYPE-III replay.

It had been over a year since I played this mode, and to be honest, when I was asked to do this replay I wondered if I was up to the task. I tried to rely on the memory of the routes I had created before, but it just wasn't coming together, and I was getting really frustrated. This run still contains a lot of places I regret, but I hope it can be like a stepladder for someone to aim for even higher scores.

ORIGINAL MODE

★ TYPE-Z player's commentary

player & text: Makki

< Ship Characteristics >

Considering the TYPE-I as a point of comparison, the TYPE-Z has:

- a stronger, wide-angle main shot
- a lock-on shot that is about as easy to use
- a suitably fast speed for cutbacks etc.

If you're only going for a clear it's the most convenient ship, and undoubtedly the strongest of the four. However, if you're aiming for a high score in Original Mode, TYPE-Z is actually a difficult ship to use: its damage is so high that it makes it easy to accidentally kill enemies too early, and you can easily mess up your lock-on multiplier during Break Mode. Also, its Break Rate increases at a slower speed than the other ships, so even if you perform the same routes with the TYPE-Z, your overall score will be lower.

For this replay, I based my run on my TYPE-I replay, since the ships resemble each other and I had been working on that TYPE-I replay for so long. I also updated certain routes in light of the TYPE-Z's increased attack power and the efficiency with which its Break Gauge fills up. Accordingly, please note that for this commentary I will mainly be referring to the ways in which this TYPE-Z run differs from my TYPE-I run.

< Playthrough Commentary >

[Stage 1]

My Stage 1 and Stage 1 Boss are almost the same as my TYPE-I run.

[Stage 2]

After I recorded my TYPE-I run, I found a better route for the section from the midboss to after the midboss.

In the midboss fight, once I destroy the Gatling Head parts, I destroy one of the Detachable Pods with my lock-on shot. Doing so causes the remaining Detachable Pod to fire a huge number of needle bullets, and by entering Break --> Double Break, the bullet cancels raise my multiplier timer by a huge amount (see screenshot 1). After that I destroy the remaining Detachable Pod with lock-on shot, and then I destroy the midboss so as to spawn the maximum number of zako in the next area. I let the item float around for awhile, taking the E when my Double Break ends, and then I enter Break mode.



Unlike TYPE-I, in the boss fight I don't bomb, and excluding the rear parts, I'm able to destroy all the other parts while in Double Break. However, if you only stay on the bottom of the screen, it's easy to miss the final upper right parts, so in his third form I use the invincibility window during my Break to weaken them.

[Stage 3]

After destroying the midboss, in the section where the screen scrolls horizontally, I'm able to fill my gauge more quickly and get two Double Breaks in before the screen starts scrolling vertically again. First, just before my Double Break is about to end I get a full-lock on the surrounding enemies. After the Double Break ends, it's key to fill the Sub Gauge by destroying enemies and cancelling bullets. After that, I ignore the side parts of the Barbados ships that appear when the horizontal scrolling ends, and speedkill them instead. This spawns a large group of Rumeidas and allows me to quickly fill my Break Gauge and enter Double Break mode (see screenshot 2). However, because I'm going into Break mode more frequently in this run, getting enough Break Gauge for the next part is more difficult, so I have to be really aggressive about point-blanking. It's especially important to point-blank the Rafflesia enemies before they open, while they're invincible.



【 Stage 4 】

This stage is almost the same as my TYPE-I run.

For the boss fight, I try to carry over a large multiplier timer into his second form, so the order in which I destroy the parts in his first form is different from my TYPE-I run.

【 Stage 5 】

If you can neatly handle the Blood Crow before the first shutter, then you can carry over your 12.8 multiplier to the area with the infinite spawning Gug tanks without the timer running out.

After that, in the area where the two Hydrasphere ships appear, normally you can make a third appear if you speedkil them. However, with the incredible firepower of the TYPE-Z in Double Break mode, by instantly slaying them I was able to get 5 to spawn. The second and third, in particular, appear at practically the same time, so be careful not to miss them. (see screenshot 3)



< Player Comment >

My name is Makki, and I did the Original Mode TYPE-Z and TYPE-I replays.

I started working on TYPE-Z as a change of pace whenever I got stuck developing my TYPE-I scoring routes. I thought I might be able to learn something from it because the ships have similar characteristics. As a result I ended up discovering things about both TYPE-I and TYPE-Z scoring, and my work on one helped reinforce my work on the other.

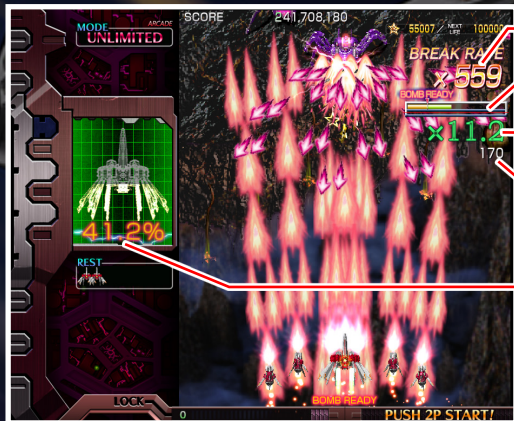
On this replay, my run up to stage 3 was a personal best for me. But my death on the stage 4 boss cut that short, and I'm not very satisfied with the way I played after that, regrettably. After this I did manage to reach 8 trillion, but unfortunately that run was not recorded.

On the other hand, there's a lot of room for an improved score just by taking the routes on this run and performing them better, so I hope its a useful reference for someone out there. Thank you for watching.

UNLIMITED MODE

★ SYSTEMS & TECHNIQUES

★ Display



Break Rate

Break Gauge

Lock-On Multiplier

Lock-On Multiplier Timer

Break Mode Timer

★ System

※ Other than the "Lock-on Shot Flash", Unlimited Mode is the same system as Original Mode.

【 Break Gauge 】



Bomb Line

Main Gauge

Sub Gauge

- ◆ When the Main Gauge fills past the bomb line, pressing the Break Button will release a bomb.
- ◆ When the Main Gauge reaches MAX, pressing the Break Button will cause you to enter Break Mode. The lower Sub Gauge becomes the Main Gauge.
- ◆ While Break Mode is active, pressing the Break Button and entering Break Mode again will trigger the even stronger Double Break Mode.

The Break Gauge increases by shooting and destroying enemies with your shot.

When using the main shot, the Break Gauge will fill under the following conditions:

- Shooting and destroying enemies fills the Main Gauge. When the Main Gauge reaches MAX, the Sub Gauge will start to fill up.
- If you are close to enemies when you shoot them, the amount the gauge increases will be larger.

When using the lock-on shot, the Break Gauge will fill under the following conditions:

- Excluding TYPE-III, just firing your lock-on shot will fill the Main Gauge. When the Main Gauge reaches MAX, the Sub Gauge will start to fill up.
- Destroying enemies with your lock-on shot will cause both the Main Gauge and Sub Gauge to fill up. If the Main Gauge is already full, its amount will also be applied to fill the Sub Gauge.

In all cases, the higher the current lock-on multiplier is, the larger the increase.

【 Bomb 】

When you use a bomb, all bullets are cancelled on-screen, and you are temporarily invincible.

Each time you use a bomb, the Bomb Line moves up. The line will fall back a great amount if you collect the "Bomb Line Recovery" item from one of the three items that are released when you destroy a midboss or boss. Also, each star you collect will lower the line by a small amount.

【 Break Mode 】

While in Break Mode, the following occurs:

- Entering Break Mode cancels all bullets on-screen, and you are temporarily invincible.
- Your ship's power is greatly increased.
- The Break Rate is doubled. When Break Mode ends, it is set to 1/2.
- The Break Rate increases much faster.
- Hitting enemies with shot causes stars to be released.
- The maximum number of targets that can be locked-on increases to 28 (normally it's 24).
- The amount that the Lock-on Multiplier Timer increases each time you destroy an enemy goes up during Break Mode.
- The Sub Gauge is not filled during Break Mode.
- During Break Mode, the attacks from aerial enemies become a little stronger.
- When Break Mode ends, the bullets onscreen are cancelled, and for a very brief window you are invincible. Also, your Break Gauge returns to half-full.



【 Double Break Mode 】

While in Double Break Mode, the following occurs:

- Entering Double Break Mode cancels all bullets on-screen, and you are temporarily invincible.
- Your ship's power goes even further up. You gain two options. (When Double Break Mode ends, it goes back to the original number)
- The Break Rate is doubled again. When Break Mode ends, it is set to 1/4.
- The Break Rate increases even faster.
- The maximum number of targets that can be locked-on increases to 32.
- The amount that the Lock-on Multiplier Timer increases each time you destroy an enemy goes up even higher during Double Break Mode.
- During Double Break Mode, the attacks from aerial enemies become stronger.
- The Break Gauge does not increase. Because of this, you can not bomb during Double Break Mode.
- While the Break Mode Timer is above 100%, it depletes 1.5 faster than when it is below 100%.
- When Double Break Mode ends, the bullets onscreen are cancelled, and for a very brief window you are invincible.



【 Break Rate 】

The Break Rate increases according to the following conditions:

- Hitting enemies with shot.
- Destroying enemies.
- Cancelling enemy bullets.

In all three cases, the higher your lock-on multiplier rate, the larger the increase will be.

【 Lock-On Multiplier 】

The Lock-On Multiplier is set according to the number of lock-ons engaged when you destroy an enemy with the lock-on shot.

Example 1: 10 locks are engaged, and an enemy is destroyed with the lock-on shot--> 4.0 multiplier set.

Example 2: 24 locks are engaged, and an enemy is destroyed with the lock-on shot--> 9.6 multiplier set.

When the Lock-on Multiplier is set, the Lock-on Multiplier Timer is displayed.

The Lock-on Multiplier is only in effect for the duration of the Lock-on Multiplier Timer.

※ The formula for points added from destroying enemies or collecting stars is: Basic Value x Break Rate x Lock-on Multiplier.

【 Lock-On Multiplier Timer 】

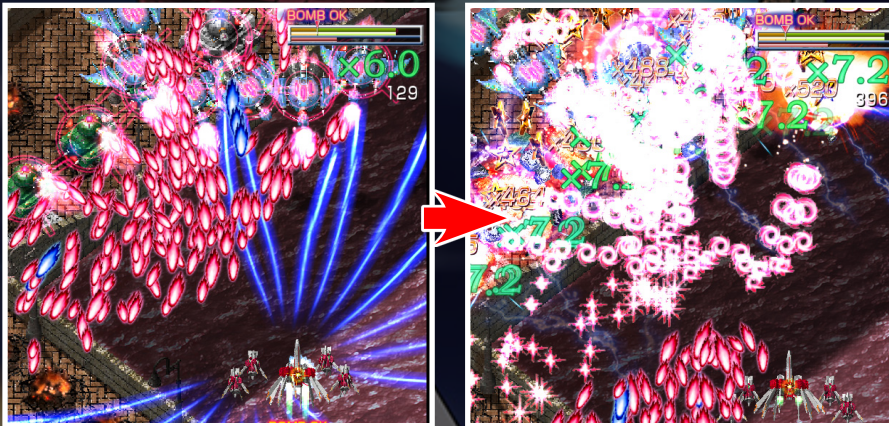
The Lock-on Multiplier Timer increases and decreases according to the following conditions:

- It decreases as time passes.
- It increases by destroying enemies. (The amount of increase is greater depending on the mode you are in: Double Break Mode > Break Mode > Normal Mode)
- It increases when enemy bullets are cancelled.

【 Lock-On Shot Flash 】

Only in Unlimited Mode, when you destroy an enemy with the lock-on shot, the bullets in the vicinity of that enemy will be cancelled.

The more lock-ons simultaneously fired, the larger the size of the bullet cancel.



★ Techniques

【 Point-Blanking 】

When your ship or options are very close to an enemy and you fire with your main shot, red sparks are released. This is "point-blanking."

Point-Blanking has the following effects:

- Main shot damage goes up.
- Break Gauge increases faster.
- Break Rate increases faster.
- When you are in Break Mode or Double Break Mode, point-blanking enemies release more stars.



【 Set your Lock-On Multiplier and enter Break Mode 】

Whenever you enter Break Mode, there is a lengthy period in which enemy bullets will be cancelled. If you enter Break Mode with your Lock-on Multiplier set high and cancel a large number of bullets, your Lock-on Multiplier Timer will increase greatly.

While the Lock-on Multiplier is active, your Break Gauge and Break Rate increase much faster, so actively keeping your Lock-on Multiplier high is a key component of scoring well.

【 32 locks in Normal Mode (with a 12.8 Multiplier) 】

In Normal Mode the maximum number of targets that can be locked-on to is 24 (allowing your Lock-on Multiplier to be set to a max of 9.6), but in Break Mode that maximum increases to 28, and in Double Break Mode it increases to 32 (allowing your Lock-on Multiplier to be set to a max of 12.8).

If you end Double Break Mode with all 32 locks engaged, when you release it in Normal Mode you will get a 12.8 multiplier, which can then be sustained throughout Normal Mode. This allows you to have a 12.8 multiplier even when you aren't in Double Break Mode.

Aiming for a high score in UNLIMITED MODE

- ◆ Try to get a high Lock-on Multiplier for enemies (Maximum is 12.8).
 - This raises the point value of both enemies you destroy and stars you collect. It also increases the speed at which the Break Gauge and Break Rate go up.
 - ◆ Actively use the Lock-n Shot Flash.
 - This will increase your Break Rate, Break Gauge, and Lock-on Multiplier Timer.
 - ◆ Point-blank enemies and make effective use of bullet cancels to raise the Break Rate.
 - This raises the point value of both enemies you destroy and stars you collect.
 - ◆ Try to increase the number of times you enter Break Mode and Double Break Mode.
 - This raises the point value of both enemies you destroy and stars you collect. It also raises the speed the Break Rate goes up.
- In particular, by the latter half of the stages the Break Rate is always higher, so you can quickly raise your score there by entering Break Mode or Double Break Mode.



UNLIMITED MODE

★ TYPE-I player's commentary

player & text: GFA2-ISO

< Ship Characteristics >

The TYPE-I has a very wide shot, but its firepower and speed are the worst of all the ships. In exchange, its lock-on speed is very fast, so for Unlimited Mode, with its heavy emphasis on your lock-on shot, I think it's a good match for the stages. Note I only said "stages"...

< Playthrough Commentary >

The strategy and details of many sections are similar to Type-Z, so please read that guide as well.

[Stage 1]

I use the same route here that I use for my TYPE-Z replay.

[Stage 1 Boss: Titanix]

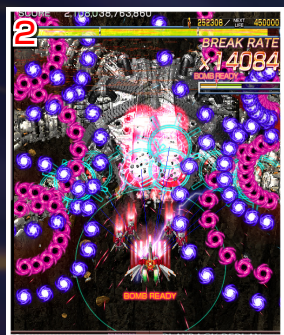
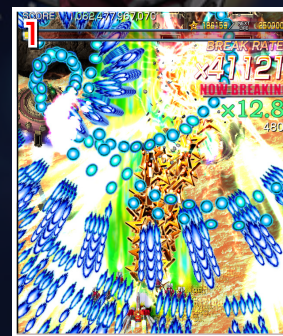
My strategy here is basically the same as my TYPE-Z replay, but TYPE-I deals damage even less efficiently than I had imagined. I stubbornly try to keep shooting and end up losing a life.

[Stage 2]

Up the midboss, this is the same as my TYPE-Z replay.

For the midboss, with my gauge full I enter Double Break mode and destroy his Gatling Cannon. I only destroy one of the Detachable Pods, and then once I'm down to about 30% of my Double Break remaining, I destroy the main body (see screenshot 1). After killing the midboss, I use the invincibility window from the ending of my Double Break to grab the E item.

After that, everything up to the boss is the same as TYPE-Z.



[Stage 2 Boss: Hecatoncheir]

His opening attack is extremely dangerous, but I do my best to dodge through it (see screenshot 2). I build my gauge by point-blanking, and enter Double Break during his laser attack for the 12.8 multiplier kill.

In his second form, his attacks are too strong so I bomb to make it through, and when he starts his attack where he punches the ground, I destroy him with lock-on shot.

His final laser attack in his third form is very hard to dodge, so after starting Double Break, I don't try particularly hard to kill his parts or get a full-lock kill. I just focus on survival and try to kill him. This time I was lucky and was able to finish him with a full-lock shot.

[Stage 3]

Overall, my routes are very similar to my TYPE-Z replay.

[Stage 3 Boss: Maelstrom]

I want to destroy his first form him during the third attack (the one with the most bullets). In order to do enough damage in time, I use a bomb.

In his second form, I wait until after he starts firing to enter Break Mode, then I build my timer and weaken his parts with shot. His rotating laser attack is extremely tough (see screenshot 3), so I use bombs to both survive and build my multiplier timer up for the next form.

On his final form, I wait to enter Double Break until I'm almost cornered by his bullets, then I finish him with a full-lock shot.



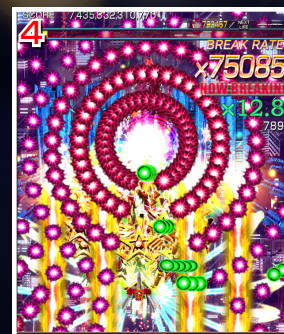
【 Stage 4 】

This stage is basically similar to my TYPE-Z replay.

At the six Guardians, when there were four left I misestimated the amount of damage I was dealing and had to follow-up with a bomb. This part is very difficult with the TYPE-I and it's lack of firepower, so I don't try any heroics. In the area with the Volleys coming in from all sides, I can't do the same route I did on my TYPE-Z replay because the TYPE-I is too weak and slow, so I stop firing and just circle around them to escape. This way I avoid spawning any suicide bullets. Also, in the section where the Volleys come at you from 360 degrees at the same time, I get through it by moving up a small amount when they appear.

【 Stage 4 Boss: Diabolos 】

For his first form, with my current strategies it's too hard for me to kill both wings in Double Break mode because TYPE-I is too weak. So I ignore them and just trigger his next form. After his second form my strategy is the same as my TYPE-Z replay, but on his third form I can't kill as many of the Rear-Mounted Cannons because of the difference in firepower (see screenshot 4).



【 Stage 5 】

This stage is also basically the same as my TYPE-Z replay. Up until I died, I was doing mostly the same routes, but after that I actually had a nearly ideal run.

【 Stage 5 Boss: Gorgoneion 】

Basically the same as TYPE-Z. The difference in firepower makes his second form a long, drawn-out fight, so I bomb to get through his more difficult attacks. After he's defeated, I select the Bomb Recovery item.



【 EX Boss "Crimzon Heart" 】

The difference in firepower again makes this a longer fight than the TYPE-Z, so I have to change how I distribute my Breaks and Bombs. In the end I was able to get through with one death. This is actually better than I had anticipated (see screenshot 5).

< Player Comment >

My name is GFA2-ISO, and I did the Unlimited Mode TYPE-I replay.

The TYPE-I is very suitable for the stages, but its lack of firepower on midbosses and bosses is a pain, and caused me to have a hard time putting this run together. As such, I didn't think this run would turn into the one I recorded (I died on the first boss after all) but I kept playing... and in that relaxed, lighthearted mindset, everything after ended up coming together somehow.

My personal best for TYPE-I was right around 10 trillion, so getting 10.8 trillion here exceeded my expectations. That death on the first boss still hurts, but overall I did my best and feel satisfied. This playthrough re-taught me an important lesson again: even if you die early on, don't just throw that game away. Keep playing just as you normally would.

Getting a clear in Unlimited Mode with the TYPE-I isn't quite as difficult as the TYPE-III, but it's no walk in the park either. I hope it helps you get your clear.

UNLIMITED MODE

★ TYPE-II player's commentary

player & text: SELDIA

< Ship Characteristics >

The biggest feature of the TYPE-II is its 4 options (6 in Double Break Mode) that trace after your ship. Utilizing these, you can have either a very wide shot by aligning them in a row, or a powerful, focused shot by gathering them to your ship. While you're holding down the lock button, their formation stays fixed, and they'll move in the same direction your ship moves.

The damage your options does increases when they're closer to enemies, just like point-blanking with your ship. For enemies with a lot of health, it's possible to position your options right on top of them from a distance, increasing both your damage and safety. However, the point-blanking damage from your ship is still higher, so in places where you really need the firepower, getting up close is still a necessity.

< Playthrough Commentary >

[Stage 1]

On Steam, Stage 1 is the only stage that has an individual online ranking. So I think it's only natural for the scores for this stage to get better and better over time. Though I personally take it easy here and there, just to be safe...

• First Half (up to the Daedalus + x2 Aegis bridge area)

The Aegis ships are invincible until their cores open up, so you can point-blank them to build your Break Gauge and Break Rate.

The Hydrasphere ships shoot out a lot of bullets, so when they're at the top half of the screen I use the bullet cancels from my Breaks to build my multiplier timer and Break Rate. On the first Hydrasphere I enter Break Mode, and on the second I enter Double Break, destroying it with a 12.8 multiplier. I carry this 12.8 multiplier all the way to the boss.

In Crimzon Clover, enemies that are at the very top of the screen won't lose any health if you shoot them (they're invincible). You can use this, especially on the Gug and Dulles tank groups, to point-blank them and build your gauge and Break Rate. It works even better when you're in Double Break; you can really get the Break Rate going then.

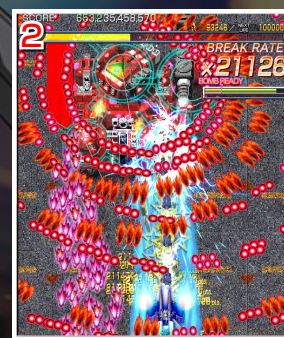
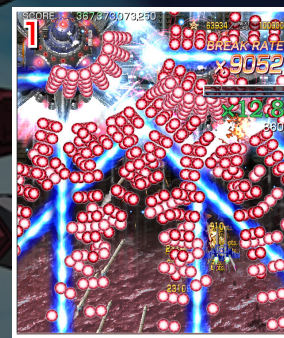
• Second Half (high speed scrolling area --> boss)

At the part where the mass of Needle ships fly in, I position my options near the top of the screen to try and point-blank them. I destroy the two Hydraspheres that appear after my Double Break ends with my lock-on shot, building up my Break Gauge. For enemies like the Hydraspheres which cancel bullets when they're destroyed, killing them with your lock-on shot will give a far larger increase to your Break Gauge than if you used your main shot (see screenshot 1). The final Hydrasphere and two Aegis ships can be speedkilled to spawn more Needle ships.

[Stage 1 Boss: Titanix]

I enter Break Mode before my gauge is completely full and then use my main shot to get stars. During Break Mode I refrain from using my lock-on shot; using my main shot only allows me to control how much damage I do and build up my Break Gauge (see screenshot 2). Once my gauge is full, I enter Double Break, using my main shot to get more stars from the boss' remaining health.

Another thing to keep in mind is that your Break Rate goes down as time passes in boss fights. The speed at which it declines is proportional to how high your Break Rate is, but if your Break Rate is above 10000 it will actually decrease more slowly. When the first boss appears my Break Rate is barely above 10000, so that's why I try and point blank him to get more stars before it falls below 10000. By the way, when you're point-blanking, more stars will come out the more damage you do, so this won't damage your score in any way.



For his side parts, the Buster Cannon and Gun Pod, I weaken them with my shot, knowing intuitively how far I should go. I generally follow the same pattern for this boss every time and am able to destroy his parts and main body with a lock-on shot for the 12.8 multiplier, but I do occasionally mess up... After the boss is destroyed I take the E item.

【 Stage 2 】

This stage has no sections which you can really call perilous, but if you let your guard down it's easy to take a bullet, so stay focused. The boss fight, however, is one of the hardest parts of the game.

• First Half (up to the midboss)

I time my Break and Double Break for when the Black Hounds appear, aiming for a 12.8 multiplier. Once I get it, I'm going to carry this multiplier all the way to the boss.

Like the first stage, when you have the chance you want to stay near the top of the screen and point-blank the tank groups to build your Break Rate.

The Quattroverse ship shoots out a lot of bullets, so I use the lock-on shot flash bullet cancels from the surrounding enemies and his parts to build my Break Gauge and Break Rate.

• Midboss 【 Brionac 】

I enter Double Break when he appears, quickly destroying his Gatling Cannon. The Detached Pods always make the same movements: I first speedily take out the one on the left, then chase down the second one and destroy it too (see screenshot 3). After I've destroyed the midboss, I move to the top of the screen and wait, then quickly snatch up the E item when it appears.

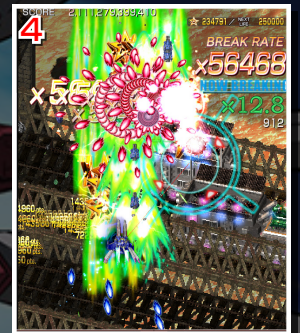


• Second Half (up to the boss)

The amount of multiplier timer you have left after the midboss fight depends on the number of lock-on shot flash bullet cancels you were able to get in the first half of the stage. For the Needle rush right after the midboss, I time my Break so that my multiplier timer won't run out.

The Volcano trains that appear later offer the highest scoring opportunity in stage 2. They're invincible until their hatch opens, so the ideal pattern would be: shoot them while they're invincible --> when their hatch opens, stop shooting them, and destroy the Grenade enemies they emit --> then destroy the Volcanos themselves. However, after the hatches open, it turns out the Volcanos actually have very little health, and destroying them causes all the Grenades to disappear, so you need to be careful to shoot only the Grenades. With the TYPE-II, you want to align all your options above you vertically so you can sit beneath the Volcanos and shoot the Grenades (see screenshot 4).

For the final Quattroverse ships: what I do is shoot the Volcano that appears from the upper right while I get lock-on shot flash bullet cancels off the surrounding zako and the Quattroverse's destructible parts, holding out for as long as I can. This section is worth a lot of points too.



【 Stage 2 Boss: Hecatoncheir 】

For the first form, the bullets he releases when his limbs touch the bottom of the screen are extremely annoying. I died somewhere else this time though...

His limbs are worth a lot of points, so you want to kill as many as you can with a high multiplier, but the more you destroy, the stronger his attacks become. To be safe I don't try to destroy too many limbs in this first form.

For his second form, though, I aggressively take out his limbs. The more of them you destroy, the higher their point value, so that's a big part of the score on this boss. There's a lot of difficult attacks here, so I also actively use my bombs.

In his third form, I destroy as many arms as I can while in Double Break mode, then destroy the boss. On this run I was able to keep my multiplier timer above 500 (from the second form, Break, and Double Break bullet cancels), so I was able to destroy a fairly large number of limbs while in Double Break. (see screenshot 5). Unfortunately, my Double Break ended just before I delivered the finishing blow... too bad.

After the boss is destroyed, I take the E item.



【 Stage 3 】

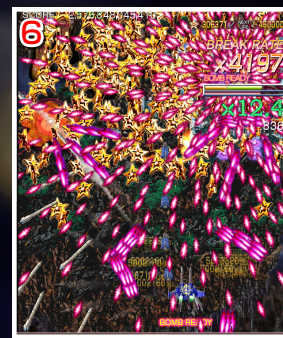
This stage is long, but there's few rough spots, so I can safely focus on scoring. However, my scoring on the boss fight is a little underwhelming, and I think there's room for improvement there.

• First Half

The Andras ships can be speedkilled to spawn more, so I enter Double Break before they appear, and kill as many as I can for score.

I keep the Barbados ship alive and let it fire a lot of bullets, using the lock-on bullet cancels from surrounding enemies to build my gauge (see screenshot 6).

The Raffreshia (L) is invincible until it opens up, so before that I have a Double Break ready and shoot it for score.



• Midboss 【 Arachnophobia 】

This midboss has no destructible parts, so I go for a quick kill. On his first form, I wait for his second attack and then enter Double Break mode, but for some reason the bullet cancel doesn't increase my multiplier timer here. After he fires his laser and bullets, I wait a beat, go into Double Break mode, wait another beat, and start moving my ship; by now my multiplier timer should be sufficiently raised... I think. Looks like I was successful this time.

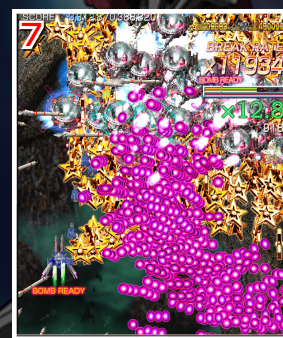
With the firepower from my Double Break, I quickly destroy his second form, and for the finish I get a full-lock kill, giving me a small refill to my multiplier for the next section.

After the midboss I take the Bonus Star item (+15000 stars).

• Second Half

Right after the midboss, I'm able to fill my multiplier timer from my Double Break ending and cancelling the Rumeida ships' bullets. From that I'm just barely able to preserve my 12.8 multiplier. If you fail to keep your 12.8 multiplier going here, you won't be able to get it back until your next Double Break, and it's a real blow to your score.

In the area where the swarm of Bagnacks appear, I want my Double Break to end right after I destroy the Barbados ship that's coming up, so I start my Break with that timing in mind. After destroying the Barbados, the following Rumeida rush gives me a huge boost to my Break Gauge, filling both the Main and Sub Gauges to max (see screenshot 7). This is another area where you don't get that many points while being in Double Break, but the gauge refill you get from the bullet cancel when it ends is big, so the timing at which you start your Breaks is key.



The Galian Wurm area is the hardest area for scoring in stage 3. Because their movement is always the same, you can memorize a set route. The Wurms have many destructible parts, but the tails are worth the most points, so I aim to destroy all their tails while in Double Break mode.

The part with the succession of three Andras ships is very hard, so I always bomb there.

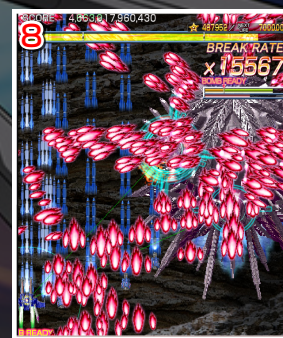
I enter Double Break mode for the final two Barbados ships, and try to destroy all their high-value side parts (on this run I missed one).

【 Stage 3 Boss: Maelstrom 】

On the first attack of his first form, if you can lead his movement you can open up a space where there's no bullets (see screenshot 8). I made it this time, but if I fail, I would have either had to tough it out or just bomb.

His second form has many parts to destroy, so you ideally want to be in Break mode and build your score, but I want to make it to his third form so I save my gauge.

On his third form I enter Break and Double Break, and I use the invincibility window to safely finish him. After he's destroyed, I take the Bonus Star item (+30000 stars).



【 Stage 4 】

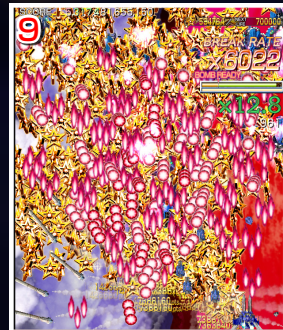
Stage 4 is worth the most points of all the stages. As such, if you mess up even once and your Break Rate falls, it will have a huge influence on your score, so this is also the stage that requires the most focus.

• First Half

Before coming out of the clouds, I'm able to go into Double Break twice. With the first Double Break I set my 12.8 multiplier, and am able to preserve that right up to the Guardians.

The Stingrays are invincible from the time they appear on-screen and until they stop rolling. Once their invincibility ends, I think they can be killed by weakening them a small amount first with your main shot, then getting a well-placed lock-on shot.

When you leave the clouds, four Stingrays appear, and they can be speedkilled to spawn more. With the firepower from my Double Break I'm able to spawn another set. Right after that, a large swarm of Rennes Boosters appears, and this is the hardest part in the level (see screenshot 9). What I want to do is: get as close as I can to make my lock-on shots fire faster, have big lock-ons so my bullet cancels are wider, and quickly cancel their bullets... but if I'm off by even a hair, it will spell instant death. The Rennes Boosters spawn in a random position, so no matter how much I struggle, to a certain degree it's just a matter of luck.



At the Grazzibase I enter Double Break mode, and speedkill him to spawn an additional two more. My Double Break runs out while I'm fighting the third Grazzibase, so I build my gauge back up on his second form, and prepare myself for the six Guardians.

The timing at which the six Guardians shoot their bullets is basically always the same, so I have a route memorized for it. However, after destroying one Guardian it gets a lot more difficult, so from there I enter Double Break and try to kill the next one quickly. When there's only four left it's relatively easy to dodge. I then try to weaken them all equally with shot, and the rest is a piece of cake.

• Midboss 【 Leviathan 】

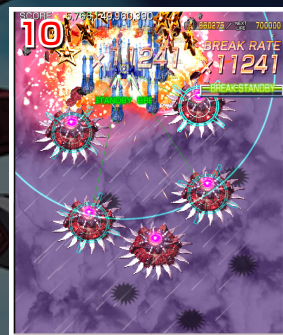
This midboss' movement is mostly pre-set, so you can memorize a route for him. However, the position of the Rennes and Rennes Boosters is random, so you've got to play it by ear and try your best to destroy them with lock-on shot. Unfortunately, on this run I failed to finish the midboss with a full-lock kill.

After he's destroyed, I take the E item.

• Second Half

After the midboss, Volley enemies attack you from all directions. If you point-blank them you'll seal their suicide bullets, so I try to stay in the top half of the screen and do just that. Also, if you position your options beforehand to surround your ship, you can defend against the Volleys that attack from behind (see screenshot 10).

The area where the five Quattroverse ships appear in a row is the second hardest part of stage 4. If you stay at the bottom of the screen, it's very easy to get cornered, so I try to stay as close to them as possible and dodge their bullets. I hold out till the third Quattroverse appears, then enter Break and Double Break, and set a 12.8 multiplier. I'll be able to carry this multiplier up to the boss.



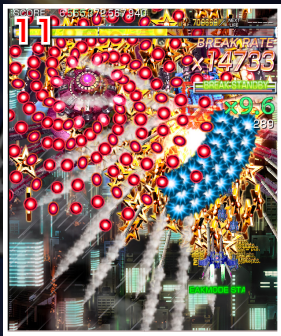
In the final Rennes Booster rush, I calmly use the cancels from my lock-on shot flash to get through. When you're in Break or Double Break mode your lock-on shot speed goes up, so this is much easier than the rush I faced back in the clouds. However, be careful: if you can't get more than 3 or 4 lock-ons per shot, the diameter of the cancels will be too small, and you'll suddenly be facing a very tough fight.

【 Stage 4 Boss: Diabolos 】

The first thing I try to do is destroy the Pyramid Missiles he fires from his Missile Pod, building my multiplier timer and Break Gauge. However, it's completely random whether he'll fire those missiles or not, and whether you can build the gauge enough here for a Double Break is key to this boss fight. On this run, he was generous with the Pyramid Missiles, but he actually fired too many and I had to enter Break Mode as an emergency measure, meaning I was only able to kill one of his wings with my Double Break.

His second form is the biggest opportunity for scoring in the game. To the extent possible, you want to avoid

damaging his main body, and kill as many regenerating cannons as you can on one side. Each time you destroy a cannon, he loses a little life, so it isn't an infinite pattern. There are four different cannons, but which one will be spawned is random, so this part also requires a bit of luck. At first, I just grit my teeth and improvise until a Scatter Type cannon spawns; on this run I ended up having to use a bomb.



Once a Scatter cannon is set, I move to the opposite side and start destroying the cannons there (see screenshot 11). While I'm not in Break Mode I use lock-on shots to destroy them, building up my gauge quickly, and once it's full I enter Double Break mode. While in Double Break, I don't use lock-on shots, but instead keep my options aligned vertically which focuses my firepower. This takes the cannons out quickly and gets me lots of stars at the same time. This boss' movement is pre-determined, so positioning your options isn't difficult. If you time your cannon kills right, you can cancel the blue bullet pattern he fires from his main body, making things even safer.

I had planned to carry my 12.8 multiplier over to his third form, but the timer ran out on me, and I was only able to get a 9.6 multiplier on the Grenades. They release a huge amount of suicide bullets when killed, but they're all aimed shots, so you can easily avoid them by tap dodging (see screenshot 12).



I hold out until the Grenades are all finished, then enter Break Mode and shoot at his Rear-Mounted Cannons. However, if you destroy one of the Rear-Mounted Cannons while he's firing his laser, you'll trigger an almost impossible-to-dodge attack, so I handle it like this: shoot the leftmost wing --> enter Double Break --> destroy the three cannons on the right --> destroy the leftmost cannon and the main body. If successful, my Break Rate shoots through the roof and I get a huge score off the high-value Rear-Mounted Cannons (their base point value is 50000). This time, I only had a 9.6 multiplier, so I missed out on about 100 billion points. After the boss is destroyed, I take the E item.

【 Stage 5 】

This is a long stage. I don't go all out with the big, high-value enemies in the second half of the stage. I just try to keep my Break Rate up and stay alive in that area. Overall, I refrain from any scoring attempts that would be too crazy and mainly focus on not dying.

• First Half

Everything up to the first shutter is like a preliminary skirmish. I use my lock-on shot flash to build my Break Gauge and Break Rate, then enter Break Mode... it's the same basic pattern I've followed in the previous stages. I have an unfortunate death here, but it was in the beginning of the stage when my Break Rate was still low, so the effect on my score is extremely small.

The Blood Crow that appears before the first shutter can be speedkilled to spawn more, so I enter Double Break mode and quickly destroy it, spawning three more ships (see screenshot 13). I milk their missiles right until they're about to escape, then make sure to destroy them. Doing so I'm able to preserve my 12.8 multiplier until the next enemy group past the shutter. After the shutter I use my lock-on shot flash to build my gauge, and time my next Break Mode so the Double Break will end right when I destroy the first Barbados ship coming up. If you speedkill the Barbados, you can spawn an additional two. I use his destructible parts and the surrounding tanks for lock-on shot bullet cancels, making sure I have an escape if I need it, and building my gauge up for another Double Break.



• Midboss 【 Grand Rally 】

This midboss requires very careful management of the Break Gauge and multiplier timer. On his first form, I enter Break Mode and build my timer, weakening his parts as well, and after I enter Double Break mode I trigger his next form. I'm able to practically refill my gauge just by destroying the missiles he fires in the opening of his second form (see screenshot 14), at which point I re-enter Double Break mode and destroy both his parts and the midboss himself. Afterwards I take the E item.



• Second Half

For the Hecatoncheir Khnum that appears at the bottom of the screen, I position the TYPE-II's options behind the ship (see screenshot 15). They can be speedkilled to spawn more, so I destroy the first one quickly and spawn another. After destroying the second Khnum with my Double Break, Blood Crows appear and I milk their missiles to build my gauge.

For the Sturm Fortress area, I have a route that allows me to destroy all three of them with Double Break. After destroying the second Sturm Fortress, my Double Break ends, so it's extremely important to rebuild the gauge quickly here. You need to destroy the Mini Titanix tanks and Aegis ships with my lock-on shot, but the Mini Titanix move very quickly and often get hid by the background and escape. It's easy to miss them. This is such a critical section, but you've got to balance dodging, building your gauge, and staying alive... you'll need focus, intuition, and a little luck to make it through.



【 Stage 5 Boss: Gorgoneion 】

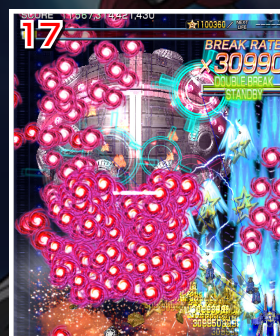
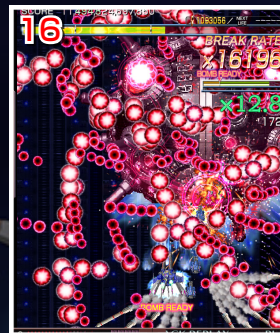
This fight serves as a prelude to Crimzon Heart. When his first attack begins, I use a lock-on shot to set my multiplier, then enter Break and Double Break mode, sending my multiplier timer way up. Like the third boss, there are times when my timer inexplicably doesn't go up, but this time I was succesful.

His second form is too difficult, so I bomb and get through safely (see screenshot 16).

In his third form, I'm especially careful about not getting hit by his laser, making the appropriate cutbacks and dodges to the left and right. If I get cornered I go into Break Mode as an emergency escape. A single Break won't ruin my strategies for the next parts, so there's a certain amount of breathing room here.

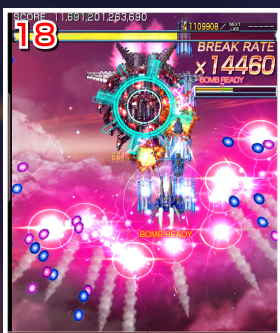
On his fourth form I don't bother trying to dodge, and use the invincibility window from my Break/Double Break to strike back at him (see screenshot 17). While I'm invincible in Double Break mode, I try to weaken him and finish him with a full-lock kill.

After he's destroyed, I take the E item.



【 EX Boss "Crimzon Heart" 】

There's no real scoring opportunities on the EX Boss, so I use all my bombs without hesitation. I'll use all my extra lives too on a run like this one, freely bombing and using Breaks. This was an ideal run in which I pulled off my routes exactly as planned.



There are two things that are helpful to know about the EX Boss. First is his lock-on counterattack. During the EX Boss fight, if you fire a lock-on shot at him while you're invincible, he won't take damage, but the counterattack he fires will massively fill your Break Gauge (see screenshot 18). You can still damage him with your main shot during this time, by the way (except for during his desperation attack).

Also, in Crimzon Clover, when you bomb or enter Break Mode, you're not only temporarily invincible, but a barrier also forms around your ship, and any enemy bullet that touches the barrier will disappear. If you actively move around and cancel bullets with it, you can end up in a better position after the invincibility ends. This technique is actually useful elsewhere in the game, too, but since I'll be using a lot of bombs here, it something to especially keep in mind for this fight.

His desperation attack is the final challenge of the game. (see screenshot 19) It's an extremely strong attack, so I don't even think about trying to dodge and just bomb whenever I need to. It's critical that I hold out and build my gauge until I can enter Break Mode. When you enter Break Mode it uses your entire gauge, and when it ends it halves your sub gauge, so I just keep bombing until I can Break. If I use a bomb, I could fire my lock-on shot at him to build my gauge as described above, but instead I wait till just after his invincibility ends and then shoot, that way avoiding his protection and dealing a little damage with my lock-on shot.



< Player Comment >

Hello! And good morning/afternoon/evening! I'm SELDIA, and I did the TYPE-II Unlimited Mode replay.

This was my first time recording a replay like this for the public, and I feel very honored to have been invited to do so.

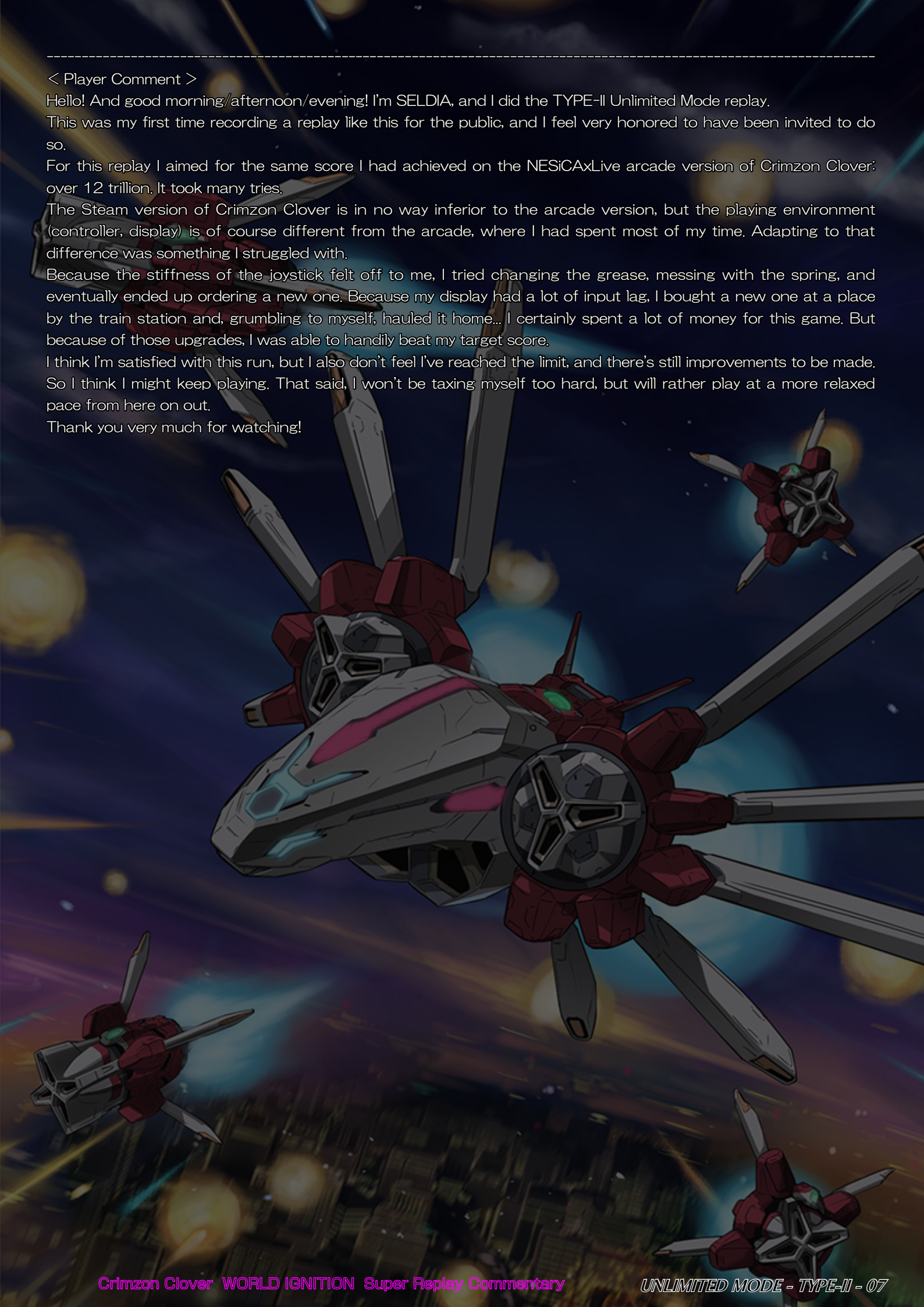
For this replay I aimed for the same score I had achieved on the NESiCAXLive arcade version of Crimzon Clover: over 12 trillion. It took many tries.

The Steam version of Crimzon Clover is in no way inferior to the arcade version, but the playing environment (controller, display) is of course different from the arcade, where I had spent most of my time. Adapting to that difference was something I struggled with.

Because the stiffness of the joystick felt off to me, I tried changing the grease, messing with the spring, and eventually ended up ordering a new one. Because my display had a lot of input lag, I bought a new one at a place by the train station and, grumbling to myself, hauled it home... I certainly spent a lot of money for this game. But because of those upgrades, I was able to handily beat my target score.

I think I'm satisfied with this run, but I also don't feel I've reached the limit, and there's still improvements to be made. So I think I might keep playing. That said, I won't be taxing myself too hard, but will rather play at a more relaxed pace from here on out.

Thank you very much for watching!



UNLIMITED MODE

★ TYPE-III player's commentary player & text: GFA2-ISO

< Ship Characteristics >

The TYPE-III is the fastest of all the ships. Its main shot is the narrowest, but also very strong. However, its lock-on speed is the slowest, and this is a fatal flaw for Unlimited Mode. In Unlimited Mode the bullet count is very high, and you basically have to rely on bullet cancels from your lock-on shot flash, so the stages are much harder for TYPE-III. Yet another challenge is the speed at which the TYPE-III's Break Gauge fills. It fills the slowest of all the ships, and you'll have much less leeway with your gauge.

< Playthrough Commentary >

I recorded these playthroughs in this order: TYPE-Z -> TYPE-I -> TYPE-III. There are many places where I use the same routes, so please refer to the other replays where noted.

[Stage 1]

Basically the same as my TYPE-Z replay.

[Stage 1 Boss: Titanix]

Also basically the same as my TYPE-Z replay. During his laser attack I shoot his left parts, and my plan was to destroy them with a lock-on shot, but I misjudged the amount of health and had to wait until the next time his laser attack came around.

[Stage 2]

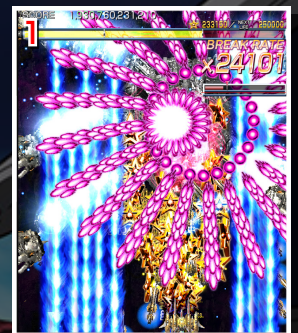
The first half is basically the same as my TYPE-Z replay.

At the midboss I re-use my pattern from the TYPE-I replay, and after that it's back to the TYPE-Z routes.

[Stage 2 Boss: Hecatoncheir]

His opening attack is very hard, but when things got dangerous I used a bomb and made it through.

During his laser + multidirectional spread attack, I triggered his next form after entering Break Mode (see screenshot 1). Other than that, my strategies were the same as my TYPE-I replay.



[Stage 3]

Basically the same as my TYPE-Z replay, but the TYPE-III's gauge fills at a slower rate, so I couldn't do everything the same. In particular, on the Raffleshia (L) before the midboss, after I enter Break Mode I refrain from entering Double Break Mode (even though I have enough gauge). I also have to use an additional bomb towards the end of the Galian Wurm area.

[Stage 3 Boss: Maelstrom]

On his first attack, I take advantage of the TYPE-III's speed and make one big, quick movement from the center of the screen to the far right. This creates a space where there are no bullets (see screenshot 2).

The laser attack of his second form is extremely hard so I use a bomb, but even then I still lose a life. I moved too far; carefully controlling the TYPE-III with its fast speed is hard, and unlike the previous section where it helped me, this time its speed was the cause of my death.



【 Stage 4 】

Basically the same as TYPE-Z.

My route fell apart at the part just before the x4 Stingrays appear, so I had to follow-up with a bomb. Likewise, during the midboss fight, the slowness of the gauge meant that I had to bomb where I would otherwise normally enter Break Mode.

【 Stage 4 Boss: Diabolos 】

This is basically the same as my TYPE-Z run, but on his second form I misjudge how much damage is needed to kill one of his laser cannons and end up dying.

【 Stage 5 】

Basically the same as my TYPE-Z run, but after reflecting on the spot early in the stage where I died in both the TYPE-Z and TYPE-I runs, I decided to use a bomb there this time.

On the midboss, because of the TYPE-III's narrow shot, it's difficult to hit the missiles he fires in his second form. On this run I didn't do very well milking the missiles, so my gauge wasn't very full and I wasn't able to do one of my Double Breaks.

At the Sturm Fortress section I tried too hard to refill my gauge and ended up dying. But thanks to the gauge increase and invincibility from that death, I was able to get in a last Double Break, so my score didn't take too big of a hit.

【 Stage 5 Boss: Gorgoneion 】

I use the same strategies as my TYPE-I run. But because the TYPE-III's gauge fills more slowly, I have to use a bomb to get through his third form.

【 EX Boss "Crimzon Heart" 】

I use the same strategies as my TYPE-Z run, but the difference in the gauge charge speed means that I focus on survival and dealing damage more than scoring, and use my Breaks accordingly. On his second form I enter Double Break and just try to hold it down (see screenshot 3).



< Player Comment >

My name is GFA2-ISO, and I did the Unlimited Mode TYPE-III replay.

Unlimited Mode is hard enough as it is, but I think doing it with the TYPE-III is the ultimate challenge.

Its lock-on shot means you can't rely on bullet cancels, its gauge builds slowly, and its speed makes small, precise movements difficult... and what's more, it doesn't get as many stars as the other ships, so it's harder to get extra lives. It's a challenging ship to play for score or survival—but the greater the challenge, the sweeter the victory.

For these Unlimited Mode recordings, I did the replays for three different ships (TYPE-Z, TYPE-I, and TYPE-III). I had originally wanted to create routes that were more tailored to each ship's unique abilities, but due to the deadlines, most of my routes are pretty similar to each other. I apologize to those who were expecting more. However, there is a certain universality and reliability to these routes, and I think they can serve as good basic routes for players to develop further. I hope they help you in your pursuit of high scores and trophies.

UNLIMITED MODE

★ TYPE-Z player's commentary

player & text: GFA2-ISO

< Ship Characteristics >

TYPE-Z is without a doubt the strongest of the four ships. For scoring, the speed at which TYPE-Z's Break Rate increases is a little slower than the other ships, but thanks to its other high specs you can create some really crazy routes: I don't think it's a very big drawback.

< Playthrough Commentary >

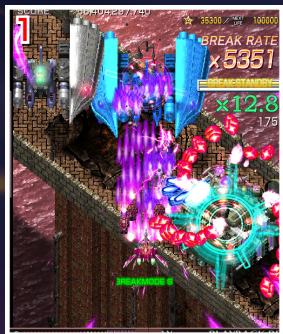
My overall strategy for Unlimited Mode: always be maintaining a 12.8 multiplier, while using the bullet cancels from lock-on shot flash to build the Break Gauge and Break Rate. The bullet cancel from the lock-on shot flash gets wider the more targets you have locked on, so I always try to get as many full-locks as I can. There are many spots where failing to get the bullet cancel means quickly getting overwhelmed. But your saving grace is that the Break Gauge builds up very quickly, so if you miss a bullet cancel here and there, as long as you can survive, in most places you should be able to recover.

Ideally you'd want to no-miss/no-bomb, but (as you can imagine) doing that is exceedingly difficult, so I prepare for my routes knowing that a few misses are likely. When you use a bomb, the Bomb Line moves up the gauge, making it take more work to get to the next bomb; however, in Unlimited Mode the amount the Bomb Line advances is less than in other modes. Being able to bomb more freely is another fun feature of this mode.

【 Stage 1 】

The stage starts off with zako enemies firing a lot of bullets at you, so I make sure to destroy them all. You can get a full-lock on the Aegis ships before their cores open (while they're invincible), so this is a good way to both set your lock-on multiplier and get bullet cancels from your lock-on shot.

If you set a 12.8 multiplier right after your first Break/Double Break, it is possible to maintain it throughout the entire stage, meaning I won't need to reset my multiplier again. While in Double Break, I shoot enemies during their invincibility window to raise my Break Rate. When my Double Break ends, I once again switch to killing enemies with the lock-on shot only, using the lock-on shot flash to build up my gauge.



In the area where the scrolling slows down, the Daedalus tank and two Aegis ships can be speedkilled to spawn more, so I kill them as quickly as possible (see screenshot 1). The Aegis and Hydrasphere ships in the area after this can also be speedkilled to spawn more, so I make sure not to let anything get by here. There's a ton of zako bullets here, but there's no need for big cutbacks: I just stay mostly centered, firing straight ahead and making small dodges. After my Double Break ends I destroy the two Hydrasphere ships with a full-lock to build my gauge, but if my lock-on shot fails to completely kill them, it will be a quick death. So I diligently weaken them with my main shot first.

The number of enemy bullets in the regenerating cannon section is scary, but I do my best to destroy as many cannons as I can.

Once I can see the final Hydrasphere and two Aegis ships, I stop firing at the regenerating cannons and instead focus on speedkilling the ships. If you kill them quickly enough they'll spawn Needle ships. After killing all the Needles, I destroy the remaining zako tanks with my lock-on shot to build my gauge for the boss fight.

【 Stage 1 Boss: Titanix 】

This boss is a ground-based enemy, so you can't die by colliding with him. When the battle starts, I get through the first part by circling around the main cannon.

Once the laser cannon attack starts, I shoot his left parts, and destroy them with a lock-on shot while the laser is firing. Then I start Break Mode and point-blank him, hurriedly building my gauge. When my gauge is full I enter Double Break and destroy the remaining parts with a 12.8 multiplier, then I finish the boss with a full-lock shot, too. After destroying the boss I take the Bonus Star item (+10000).

【 Stage 2 】

This stage also starts with a huge volume of enemy bullets, so I proceed by utilizing the bullet cancels from full-lock shots.

The Quattroverse ships' attacks are fierce and dangerous, so I try to point-blank them and quickly take them out, using the bullet cancels from destroying their parts and from the lock-on shots on the surrounding zako.

After my first Double Break ends, a huge swarm of zako appears. This part is very dangerous, so I intentionally leave some of the ground cannons alive (with my lock-on set on them), and use precise bullet cancels to get through it (see screenshot 2).

After my second Break ends, Black Hound and Rennes ships appear in large number. You can get through this part by using the bullet cancels from your lock-on flash, but the lock-on shot alone won't be enough to destroy the Black Hounds, so I weaken them just a little with my shot.

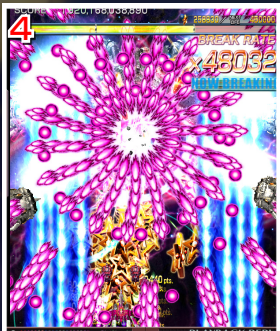


Before the midboss appears I enter Break Mode, and when my gauge is full I enter Double Break Mode. I quickly decimate him in this order: Gatling Cannon --> Detachable Pods --> main body. After the midboss I take the E item.



In the latter half of the stage, the Grenade enemies that the Volcano trains spit out are worth a lot of points, but if you accidentally kill the Volcano while shooting at the Grenades, the Grenades will all disappear. So you have to be a little crafty with your shot in order to destroy the Grenades first (see screenshot 3).

In the final section, after my Double Break ends, I cancel the suicide bullets from the Grenades so that I have at least some gauge for the boss.



【 Stage 2 Boss: Hecatoncheir 】

His first attacks are intense, so I use a Break to get through them. I ignore his parts here and focus on shooting his main body, then enter Double Break mode when my gauge is full. His laser + multidirectional shot attack is also very difficult, but I do my best and dodge my way through it, getting a 12.8 multiplier kill. (see screenshot 4)

His second form is, likewise, very difficult, but I get through by using the bullet cancel from my Double Break ending, and by using a bomb. I planned to destroy him right when he starts waving his limbs around for a big boost to my multiplier timer, but somehow my timing was off (I think?) and my timer only went up a negligible amount. Sometimes I do the exact same thing and the increase is huge; I don't clearly understand what's going on in this section.

In the third form, I try to destroy his parts with my lock-on shot as quickly as possible, then enter Double Break and finish this boss. On this run, I did destroy him before his final difficult laser attack, but I was rushing and failed to get the 12.8 multiplier kill.

After the boss is destroyed, I take the Bonus Star item (+20000 stars).

【 Stage 3 】

In stage 3 I primarily use my lock-on shot to destroy enemies, just as I have in the previous stages.

The Andras ships in the first half of the stage can be speedkilled to spawn more, so I enter Double Break before reaching them and take them out as quickly as possible (see screenshot 5).

The Barbados ships spit out tons of bullets, so I don't kill them right away, but instead do my best to destroy the surrounding ground enemies and the Barbados' side parts, performing bullet cancels with my lock-on shot flash for extra points.

The Raffleshia (L) has a long invincibility window, and it fires a lot of bullets, so I'm careful in my dodging here.



At the midboss' opening laser attack, I enter Break Mode to get past it. I also get through his second laser attack with a Double Break, and use my increased firepower to destroy him, plowing right through his first and second forms. For the item, I select the Bonus Stars. (+15000 stars)



The Bagnack fleet after the midboss is another place with a lot of enemy bullets, so it would be best to use the bullet cancel from my lock-on shot flash here, but the Bagnack's speed makes locking-on to them difficult. As such, I focus more on locking-on to the surrounding ground enemies (see screenshot 6).

The Barbados' side parts are worth a lot of points, so I make sure to destroy both before destroying the body.

At the Galian Wurm area I enter Double Break Mode, and destroy the segment parts with my lock-on shot. The tail parts have a lot of health: they're difficult to destroy but worth a lot of points, so you want to destroy the tails before the heads if you can.

The final section with the three Andras ships is extremely tough, so I use a bomb to safely make it through here. I handle the last two Barbados as I did the previous ones, staying focused on destroying their side parts. My Break ends after the Barbados are destroyed, so I then kill the infinitely spawning Dagon ships with my lock-on shot to build my Break Gauge back up.

【 Stage 3 Boss: Maelstrom 】

It is possible to dodge the opening attack by leading the bullets, but I decide to play things safe and enter Break Mode to get through it.

In his second form, his laser attack is very tough so I bomb twice. The bombs increase my multiplier timer, so I take the opportunity here to destroy his parts.

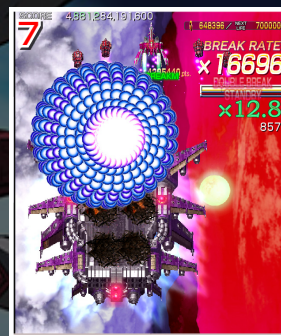
On his third form, I stay alive for awhile and then enter Break-->Double Break, safely getting the 12.8 multiplier kill. After he is defeated, I take the Bonus Star item (+30000 stars).

【 Stage 4 】

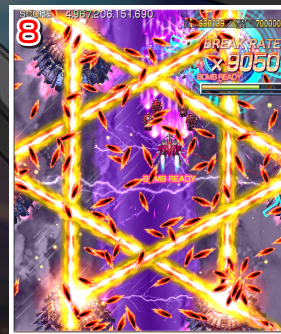
At the opening, the enemy zaku will fire an unrelenting stream of bullets at you. There's a small amount of time between the lock-on shot bullet cancels, so I don't overly rely on them. I keep moving, watching out for where bullets may get through.

The two Stingrays can be speedkilled to spawn more. I use the firepower from my Double Break to quickly decimate them, spawning 3 sets in total. For the x3 Stingray group and subsequent x4 Stingray group, I only use my lock-on shot on the enemies beneath them, thereby increasing the number of bullets I'm able to cancel.

In the next section I only do a single Break, since I'm saving my gauge for the area after you emerge from the clouds. The cloud area has a huge number of zaku ships, so I focus on building my gauge with bullet cancels, in preparation for the Double Break I'm going to use just before the Graziobase appears. The Graziobase can be speedkilled to spawn an additional two, so I point-blank him in Double Break mode to kill him as quickly as possible. On the third Graziobase, after his cover is blown off, I destroy the tanks that appear with my lock-on shot to build my gauge. After I've done three bullet cancels, the Graziobase shoots out a big attack, which I cancel by entering Break and Double Break for lots of points. Then I destroy him. (see screenshot 7)



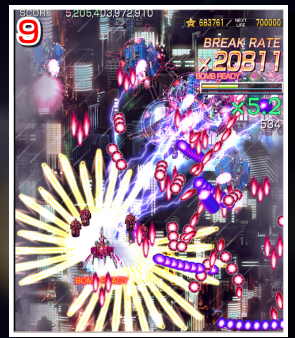
The six Guardians' attacks look fearsome, but there's a basic pattern to it. (see screenshot 8) However, I feel that the fewer there are, the harder their attacks become to dodge, so I try to weaken each one as much as I can while they're all still alive. When there's only 3 or 4 left, I enter Break mode and quickly kill off the rest.



During the midboss fight, for a set period of time zaku will keep appearing, so I focus on destroying them with lock-on shot for the bullet cancels, but be aware that their spawning location (I think it's random?) can sometimes make getting a lock-on very risky. The ones flying around the upper half of the screen are especially dangerous, so if they spawn at the top edge of the screen, you may need to bomb. On the second round of his attacks, the attack from his main body shoots out more bullets and is even more dangerous, so I enter Break-->Double Break to finish his first form. In his second form I keep an especially close eye on his purple bullets while I'm dodging.

After the midboss is destroyed, I take the E item.

For the kamikaze Volley ships, if you shot them from afar they will release multidirectional suicide bullets, so you'll need to either use the bullet cancels from your lock-on shot, or point-blank them to seal the suicide bullets. Once I've destroyed the third Aegis that appears after the midboss, I stay still at the bottom of the screen and keep firing; this will deal with all the Volleys that come next. After the Volley rush it's difficult to get a full-lock, so there will be many moments where the size of the bullet cancel from your lock-on shot flash is effectively diminished. As such, I dodge through this next part on the assumption that my bullet cancels won't be very effective (see screenshot 9).



The five Quattroverse ships have very strong attacks, I time the ending of my Break for right when the first one appears, using the bullet cancel there to get me through. On the second Quattroverse I try to use my lock-on shot to destroy his side parts, but they have a lot of health, and I'm not very consistent at it. If I don't get the bullet cancel from destroying them, I'm ready to enter Break Mode as an escape measure. I enter Double Break mode to deal with the third, fourth, and fifth Quattroverses.

After destroying all of them, a large number of zaku come in from both sides, and I use my lock-on shot to take them out.

【 Stage 4 Boss: Diabolos 】

This is an extremely important boss for a score run.

When the fight begins, if you can use the missiles he shoots to carry over your 12.8 multiplier from the stage, it's an effective way to build your gauge. Unfortunately, exactly when he fires the missiles is random, so with my current approach, the score can vary by up to 200 billion here depending on how lucky I get. On this run I had good luck and he shot the missiles straight at me, so I was able to preserve my multiplier, enter Break and Double Break, destroy all his parts except the Radar Attachment, and trigger his next form.

On the second form, I milk the respawning cannons for as long as I can. For Unlimited Mode, I like to leave the Scatter Type cannon alive, then go to the opposite side and milk the other cannons (see screenshot 10). Which cannon will get respawned is random, but sometimes I have bad luck and the Scatter cannon just won't appear. In that situation I just chalk it up to bad luck and quit my run. This time my luck was good and the Scatter cannon appeared immediately, and I could get right to the milking. I build my gauge by destroying the cannons with my lock-on shot, and when it's full I enter Double Break mode, then repeat.



In his third form, you can seal the suicide bullets of the Grenades by point-blanking them. After point-blanking them for a period, I move downscreen and let them release their suicide bullets, which I then cancel by entering Break Mode and building up my multiplier timer.

When the Rear-Mounted Cannons shoot their lasers I enter Double Break, and while I'm invincible I weaken the outer cannons with shot. On the second round of Grenades, I cancel their suicide bullets by destroying those cannons, then take out the remaining cannons and the boss itself.

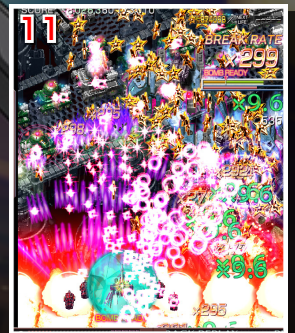
After the boss is destroyed, I take the Bonus Star item (+40000 stars).

【 Stage 5 】

The attacks from the ships and zaku tanks in the opening is very difficult, so I focus on using lock-on shot flash bullet cancels to get through. However, in the area where several FCM ships appear, it gets too crazy and I have to bomb (see screenshot 11). Using a bomb only lowers your Break Rate a little, so the effect it has on your score is minimal. After bombing, I focus on destroying the Geyser Cannons, and carefully work my way through the ships that appear here.

The direction that the Desperado tanks fire their high-speed needle bullets is random, so if you're unlucky things can get very dangerous very fast. After my first Double Break ended, I was planning to use lock-on kills to build my gauge up, but a single poor lock-on meant that the bullet cancel was much smaller than I expected, and I ended up taking a hit.

You can milk the missiles from the Blood Crow ships, but if you kill the first one quickly enough you can spawn two more. At this part, if you keep moving in the same direction to dodge you'll get cornered in the edge of the screen, so I enter Break Mode to make it through. I milk the third Blood Crow till just before he's about to escape, getting my



multiplier timer close to 999.

After the first shutter, the tanks that come in from both sides of the screen are temporarily invincible, so I focus on point-blanking them at the edge of the screen (see screenshot 12). The part where the first Barbados ship and the zako tanks appear simultaneously is extremely dangerous, so I bomb as a quick and safe solution. Killing the Barbados quickly also spawns another one. For the second, I immediately destroy his left side parts with a lock-on shot, then do full-lock bullet cancels on the surrounding tanks. After that, when my gauge is maxed, I enter Break and wait until the Desperado tank has fired to enter Double Break. It's a relatively safe approach. However, because the direction the Desperado fires is random, it's not possible to have a completely memorized route for this (in fact, this whole area is very dangerous).

After the second shutter I position my ship right under the 6th/7th number in the score display, then destroy the three rows of zako tanks to fill my gauge.



For the midboss' first form, after entering Break and Double Break, I destroy his cannons on one side before triggering the next form. While he's switching to that next phase, I destroy the remaining cannons.

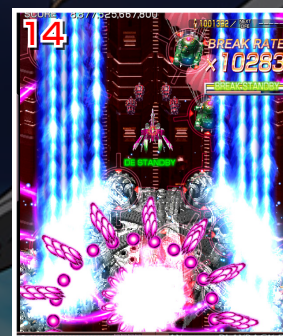
When the second form opens he fires a large number of missiles. I try to destroy them all; if I miss one and it reaches the bottom of the screen, it will release bullets that are very dangerous. I time my Double Break so that it ends during his missile attack, allowing my gauge to then be refilled very quickly (see screenshot 13). Once my gauge is sufficiently full I re-enter Break and Double Break and finish the remaining cannons and the midboss himself. After he's destroyed I take the E item.

The Hecatoncheir Khnum area is extremely difficult. I try to leave the tanks that parachute in from the top alive, using them for lock-on shot bullet cancels, but you have to be really careful about not running into a bullet (and of course, not running into the tanks themselves, either). (see screenshot 14) My plan was to enter Break and Double Break when the Hecatoncheir Khnum does its laser attack for the second time, but I didn't have enough gauge for Double Break, and I kept getting crappy locks on the enemies so my bullet cancels were too small... and so I died.

When the Blood Crows appear, I focus on milking their missiles so that my lock-on multiplier doesn't run out.

In the Sturm Fortress area, the zako tanks and Bagnack groups will fire a lot of bullets, so I use a Break and Double Break to get through. The parts of the Sturm Fortress are worth a lot of points, but if you go for them, this already hard section will become that much harder, so I don't overdo it.

As for the Bagnack ships that appear after the second Sturm Fortress, I don't have a method for them currently, so I just bomb. During the bomb invincibility window I aggressively attack with shot, and when the invincibility runs out I try to use shot and bullet cancels to hurriedly build up my gauge.



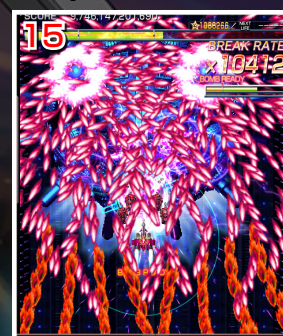
【 Stage 5 Boss: Gorgoneion 】

The many Crimzon Bits that appear before the boss will only fire aimed shots at your ship, but they release a ring of suicide bullets when they're destroyed so they're quite dangerous. I utilize the bullet cancels from lock-on shot kills to get past them. Memorizing a route is difficult here, so I'm prepared to bomb if things get too hairy.

Gorgoneion's first attack is a fan-shaped spread that's aimed at your ship, so if you stay close to him you can dodge it. His second attack is harder to dodge, so I build my gauge until I can enter Double Break and trigger his next form.

For the first attack of his second form, I read the trajectories of his green bullets and get close to him, dodging the aimed needle bullets (see screenshot 15). With the firepower of the TYPE-Z, you can destroy this form before he even gets to his second attack.

The third form has his regenerating cannons and all the lasers. However, because the lasers fire so quickly and their angle is so hard to predict, I try to destroy him as quickly as possible by shooting his main body and not the lasers. However, if things start to get dangerous I use a Break to escape, and if I can build up more gauge, a Double Break.



The final form is really tough, so I just bomb and destroy him with my lock-on shot. After the boss is destroyed, I take the Bonus Star item (+50000 stars) if my Break Gauge and Bomb Line are in good shape.

【 EX Boss “Crimzon Heart” 】

His first attack is difficult, so I enter Break Mode and bomb to get through it. If you become invincible, the EX Boss will also put up a barrier and become invincible himself. If you fire a lock-on shot at him during this period, he will fire one back at your ship, filling your Break Gauge by a large amount. So whenever you bomb or enter Break Mode, be sure to take advantage of this and build your gauge up.

For the second attack I circle around him to dodge.

For the third attack, first I circle twice around the boss. After that the gaps in his bullets will be wider, and when that happens I move to the bottom of the screen and dodge there. Once his blue bullets come out I enter Break and Double Break mode, destroying him with a 12.8 multiplier.

The EX2's opening attack is also very difficult, but I do my best to dodge until my Double Break expires, and use the bullet cancel from it ending to see me through.

His second attack is easier and I more or less just wing it, but using a bomb buys you both increased damage and safety, so I bomb here.

His third attack is just insane, so I use a bomb. If things go well I'm able to trigger his desperation attack in the middle of this third attack.

His desperation attack is also crazy (see screenshot 16), so I don't even bother trying to make half-ass dodges if I have any bombs: if a bullet gets near me I just bomb without hesitation. While I'm bombing I let loose with my lock-on shot, which is important for getting a little bit of my gauge back.



< Player Comment >

My name is GFA2-ISO, and I did the Unlimited Mode TYPE-Z replay.

In Unlimited Mode you're constantly bullet cancelling, but you can't ever rest because a single mistake means you'll quickly get overwhelmed. Even though I had done ok in my training, when it came time to do a full run I would lose focus or get nervous, and I had a very difficult time putting it all together.

My goal for this recording was to get over 10 trillion and put on a respectable performance, and I feel that I accomplished that.

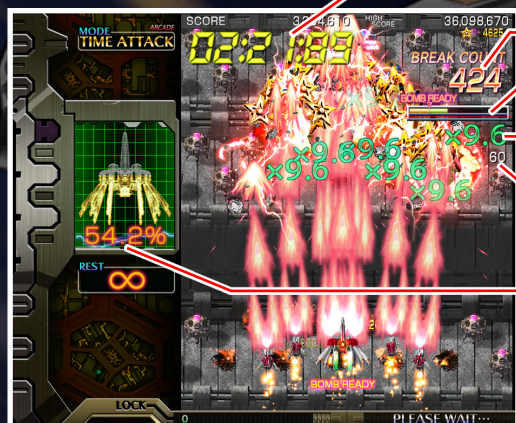
My two deaths in stage 5 were unfortunate, but I was able to get over 8 trillion (and no-miss) by stage 4, something I had never been able to pull off in any runs before, so I'm personally satisfied. Even with the strongest ship, the TYPE-Z, doing everything perfectly is still enormously difficult.

The key to scoring in Unlimited Mode is bullet cancelling. Because bullet cancels==scoring==safety in this mode, I hope that my replay is helpful not only for scorers, but for those simply looking to safely clear the game. I think many are scared off from Unlimited Mode just because there are so many bullets, but if you create and memorize solid routes, you'll find it's easier than you expected. I'll also be happy, therefore, if my replay helps those who have been discouraged once before to now see the possibility of a clear in their future.

TIME ATTACK MODE

★ SYSTEMS & TECHNIQUES

★ Display



Time Remaining

Break Counter

Break Gauge

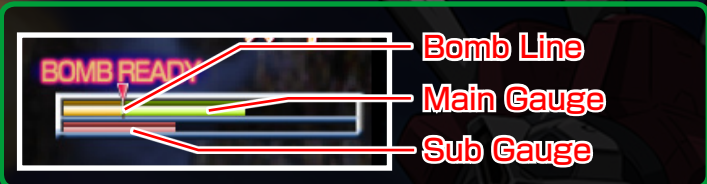
Lock-On Multiplier

Lock-On Multiplier Timer

Break Mode Timer

★ System

【 Break Gauge 】



Bomb Line

Main Gauge

Sub Gauge

- ◆ When the Main Gauge fills past the bomb line, pressing the Break Button will release a bomb.
- ◆ When the Main Gauge reaches MAX, pressing the Break Button will cause you to enter Break Mode. The lower Sub Gauge becomes the Main Gauge.
- ◆ While Break Mode is active, pressing the Break Button and entering Break Mode again will trigger the even stronger Double Break Mode.

The Break Gauge increases by shooting and destroying enemies with your shot.

When using the main shot, the Break Gauge will fill under the following conditions:

- Shooting and destroying enemies fills the Main Gauge. When the Main Gauge reaches MAX, the Sub Gauge will start to fill up.
- If you are close to enemies when you shoot them, the amount the gauge increases will be larger.

When using the lock-on shot, the Break Gauge will fill under the following conditions:

- Excluding TYPE-III, just firing your lock-on shot will fill the Main Gauge. When the Main Gauge reaches MAX, the Sub Gauge will start to fill up.
- Destroying enemies with your lock-on shot will cause both the Main Gauge and Sub Gauge to fill up. If the Main Gauge is already full, its amount will also be applied to fill the Sub Gauge.

In all cases, the higher the current lock-on multiplier is, the larger the increase.

【 Bomb 】

When you use a bomb, all bullets are cancelled on-screen, and you are temporarily invincible.

Each time you use a bomb, the Bomb Line moves up. The line will fall back a great amount if you collect the "Bomb Line Recovery" item from one of the three items that are released when you destroy a midboss or boss. Also, each star you collect will lower the line by a small amount.

【 Break Mode 】

While in Break Mode, the following occurs:

- Entering Break Mode cancels all bullets on-screen, and you are temporarily invincible.
- Your ship's power is greatly increased.
- The Break Rate is doubled. When Break Mode ends, it is set to 1/2.
- The Break Rate increases much faster.
- Hitting enemies with shot causes stars to be released.
- The maximum number of targets that can be locked-on increases to 28 (normally it's 24).
- The amount that the Lock-on Multiplier Timer increases each time you destroy an enemy goes up during Break Mode.
- The Sub Gauge is not filled during Break Mode.
- During Break Mode, the attacks from aerial enemies become a little stronger.
- When Break Mode ends, the bullets onscreen are cancelled, and for a very brief window you are invincible. Also, your Break Gauge returns to half-full.



【 Double Break Mode 】

While in Double Break Mode, the following occurs:

- Entering Double Break Mode cancels all bullets on-screen, and you are temporarily invincible.
- Your ship's power goes even further up. You gain two options. (When Double Break Mode ends, it goes back to the original number)
- The Break Rate is doubled again. When Break Mode ends, it is set to 1/4.
- The Break Rate increases even faster.
- The maximum number of targets that can be locked-on increases to 32.
- The amount that the Lock-on Multiplier Timer increases each time you destroy an enemy goes up even higher during Double Break Mode.
- During Double Break Mode, the attacks from aerial enemies become stronger.
- The Break Gauge does not increase. Because of this, you can not bomb during Double Break Mode.
- While the Break Mode Timer is above 100%, it depletes 1.5 faster than when it is below 100%.
- When Double Break Mode ends, the bullets onscreen are cancelled, and for a very brief window you are invincible.



【 Break Rate 】

The Break Rate increases according to the following conditions:

- Hitting enemies with shot.
- Destroying enemies.
- Cancelling enemy bullets.

In all three cases, the higher your lock-on multiplier rate, the larger the increase will be.

【 Lock-On Multiplier 】

The Lock-On Multiplier is set according to the number of lock-ons engaged when you destroy an enemy with the lock-on shot.

Example 1: 10 locks are engaged, and an enemy is destroyed with the lock-on shot--> 4.0 multiplier set.

Example 2: 24 locks are engaged, and an enemy is destroyed with the lock-on shot--> 9.6 multiplier set.

When the Lock-on Multiplier is set, the Lock-on Multiplier Timer is displayed.

The Lock-on Multiplier is only in effect for the duration of the Lock-on Multiplier Timer.

※ The formula for points added from destroying enemies or collecting stars is: Basic Value x Break Rate x Lock-on Multiplier.

【 Lock-On Multiplier Timer 】

The Lock-on Multiplier Timer increases and decreases according to the following conditions:

- It decreases as time passes.
- It increases by destroying enemies. (The amount of increase is greater depending on the mode you are in: Double Break Mode > Break Mode > Normal Mode)
- It increases when enemy bullets are cancelled.

★ SpeedKilling

In time attack, excluding the mini-submarine “Robert Serrec” fight, the midboss fight, and the boss fight, for all aerial enemy groups that appear onscreen, if you destroy them all (or let them all escape) you will spawn another group. This is called speedkilling. In other words, the faster you destroy all the enemies on-screen, the more enemies will appear for you to destroy.

The aerial enemy groups in Time Attack appear in the following order:

1	Aegis × 3 (Time Closed: Long)
2	Rennes group (row)
3	Aegis × 3
4	Needle group
5	Black Hounds x2 (right)
6	kamikaze Rumeida group (left)
7	Aegis x3
8	Needle group
9	Black Hounds x2 (left)
10	kamikaze Rumeida group (right)
11	Aegis × 3
12	Rennes group (row)
13	Black Hounds x4 (left and right)
14	kamikaze Rumeida group (left and right)
15	Aegis × 3
16	Rennes group (row)
17	Black Hounds x4 (left and right)
18	U-turn Rumeida group
19	Aegis × 4
20	kamikaze Rumeida group (left)
21	Aegis × 4
22	kamikaze Rumeida group (left)
23	Hydrasphere and Rennes ※ For this group only, you only need to kill the Hydrasphere to spawn the next group.
24	kamikaze Rumeida group (left and right)
25	Barbados
26	Needle group (many)
27	Stingray x2 (left)
28	Stingray x2 (right)
29	Aegis × 4
30	Bagnack fleet x3 rows
31	Volley group
32	Black Hounds x4 (left and right)
33	Volley group
34	Black Hounds x4 (left and right)
35	Bagnack fleet x3 rows
36	Aegis × 4
37	Stingray x3
38	Stingray x3
39	Bagnack fleet x4 rows
40	Volley group
41	Volley group
42	Volley group
43	Volley group
44	Aegis × 3
45	Needle group (many)
46	Black Hounds x3 (right)

47	kamikaze Rumeida group (many) (left)
48	Aegis × 3
49	Needle group (many)
50	Black Hounds x3 (left)
51	kamikaze Rumeida group (many) (right)
52	Aegis × 3
53	Rennes group (row) (many)
54	Black Hounds x4 (left and right)
55	kamikaze Rumeida group (many) (left and right)
56	Aegis × 3

→ return to #02

★ Technique

【 Point-Blanking 】

When your ship or options are very close to an enemy and you fire with your main shot, red sparks are released. This is “point-blanking.”

Point-Blanking has the following effects:

- Main shot damage goes up.
- Break Gauge increases faster.
- Break Rate increases faster.
- When you are in Break Mode or Double Break Mode, point-blanking enemies release more stars.



【 Set your Lock-On Multiplier and enter Break Mode 】

Whenever you enter Break Mode, there is a lengthy period in which enemy bullets will be cancelled. If you enter Break Mode with your Lock-on Multiplier set high and cancel a large number of bullets, your Lock-on Multiplier Timer will increase greatly.

While the Lock-on Multiplier is active, your Break Gauge and Break Rate increase much faster, so actively keeping your Lock-on Multiplier high is a key component of scoring well.

Aiming for a high score in TIME ATTACK MODE

- ◆ Try to get a high Lock-on Multiplier for enemies (Maximum is 12.8).
 - This raises the point value of both enemies you destroy and stars you collect. It also increases the speed at which the Break Gauge goes up.
- ◆ Speedkill aerial enemy groups to spawn the next group from the list.
 - Destroying more enemies means more stars and points. Your Break Gauge will increase more quickly, and it also raises your Break Counter.
- ◆ Try to increase the number of times you enter Break Mode and Double Break Mode.
 - This makes more stars appear, and raises their point value too. By increasing the pace enemies appear and your ship's firepower, you can destroy more enemies.
- ◆ Aim for a no-miss clear!
 - This will give you a 1m Clear Bonus.

TIME ATTACK MODE

★ TYPE-I player's commentary

player & text: GFA2-ISO

< Ship Characteristics >

TYPE-I has a very wide shot, but its mobility and firepower are both the weakest of all the ships. In Time Attack mode, speedkilling aerial enemies is extremely important, so from a scoring perspective the TYPE-I is the least suited ship for this mode.

With the TYPE-I, it takes far too long to kill high-health enemies when you're not in Break Mode, which will really hurt your score. It's very important that you time your Double Breaks for those sections.

Also, unlike the other modes, there's almost no penalty for bombing in Time Attack, so you should bomb liberally.

< Playthrough Commentary >

(Opening to first Break)

The Aegis ships in the beginning are invincible until they open up, so I point-blank them to build my gauge, and destroy them with a full-lock shot, for a 9.6 multiplier.

You want to destroy the first row of Rennes ships as quickly as possible, but if you're rushing, it's easy to miss the very last one (which means you have to redo that wave). So I'm careful and deliberate about getting them all (see screenshot 1)

My lock-on multiplier runs out at the next Aegis group, so I re-lock for another 9.6 multiplier. If you've been connecting with your shot and have kept your multiplier going, your Break Gauge should be filled by the time you destroy the Black Hounds x2 that come in from the right.

As I'm dealing with the Rumeida group that comes in from the left, I enter Break Mode.

(From Break Mode until my Double Break expires)

After starting Break Mode, my lock-on multiplier timer runs out, so I get a full-lock from the Aegis ship and surrounding ground enemies. In Break Mode you can set a max multiplier of 11.2, and in Double Break Mode it goes up to 12.8.

Once both my main and sub gauges are filled, I immediately enter Double Break and use a full-lock to build my multiplier to 12.8. During Double Break your firepower is of course increased, but you also have a wider shot and your ship speed goes up. It makes the speedkilling much easier.

(Up to my second Break)

When my Double Break runs out I use the temporary invincibility and move to the upper half of the screen.

As soon as I'm able to bomb I do, dealing with the difficult row of Rennes ship and the Black Hounds x4 in one fell swoop. As for the following Rumeida group whose spawning location is random, this is also a very difficult section without a Break, so I fire another bomb here. (see screenshot 2 and 3)

After dealing with the Rumeida group that comes in from the left I enter Break Mode, and when my gauge is full I enter Double Break mode, quickly setting a 12.8 lock-on multiplier.

(from the Barbados to the midboss)

The Barbados is the toughest of the aerial enemies, so it's critical that you have a Double Break ready for this part. The Barbados' cannons on his sides are also worth a lot of points, so you want to kill both parts and the main body as quickly as possible (see screenshot 4).

After that, when my gauge is full I enter Break and Double Break again. If you're able to spawn the Volley groups before the submarine section, you're doing well.

(from the "Robert Serrec" submarines to the midboss)

Making use of the firepower from my Double Break, I decimate the first and second submarines. I then have to battle the 3rd, 4th, and 5th submarines in normal mode. I re-lock onto enemies on the right side of the screen for a





(up to the railway)

After destroying the midboss, Black Hounds x4 appear from the left and right, and I enter Break Mode while destroying them. It's possible to get an 11.2 multiplier off the Bagnack fleet, but often several will escape off-screen while you're trying to get the full-lock, leading to a big score loss, so I settle for a 9.6 multiplier instead.

I destroy the Aegis x4 for the 11.2 multiplier, and enter Double Break mode when the Stingrays appear, setting a 12.8 multiplier. After destroying the 6th Stingray my multiplier timer runs out, so I get a full-lock on the Bagnack fleet here to set another 12.8 multiplier. I'm going to carry this multiplier all the way up to the boss, so I'm always careful about setting the multiplier here (see screenshot 6).

After my Double Break ends, I hurry and build my Break Gauge. If I've filled one bar of the gauge when the first railway Convoy trucks appears, then I've succeeded.



(the railcar area)

The high-speed Convoy railcars are worth a huge amount of points, so I try to not let any get away; however, they move fast and have a decent amount of health, so with TYPE-I's firepower you pretty much need to be in Break Mode or you won't be able to destroy them. For that reason, in the high-speed rail section you'll want to minimize the time you're not in Break Mode.

After my Double Break ends, a large number of enemies comes on-screen, allowing me to quickly refill my gauge. I want my Double Break to end at the part where the boats and the Rumeida rush (that comes in from left and right) both appear, so I time the start of my Break and Double Break accordingly (see screenshot 7). The Rumeida rush here quickly refills my gauge, and I'm able to start Break Mode.



(up to the boss)

When the track changes direction there aren't many Convoy railcars, so I do not go into Double Break and instead save up my gauge for later. When my Break is over, ships appear from the right, and railcars from the left, so I use a bomb to sweep them both away (see screenshot 8).

The railway has not only Convoys, but also mixes in Volcanos that emit Grenade enemies. The Grenades are worth a lot of points, but if you kill the Volcanos first they all disappear, so I carefully position my ship and move in such a way that I can reliably take the Grenades out before the Volcanos.

Before the boss I've built my gauge up a bit now, so I can fire my final bomb, taking out the Convoys and surrounding zako and giving me a few more points.

(Boss "Titanix Prototype")

When the boss enters my 12.8 multiplier runs out, so I try to get as many locks as I can from the boss and the surrounding Rennes ships, for a 9.6 multiplier. However, the Rennes escape very quickly, so if you dilly-dally here you won't get the multiplier. Failing to get the multiplier also means your Break Gauge won't increase as quickly, making it far more likely that you will fail to get a Double Break finish. In the final analysis this is just very difficult to pull off, so you'll need lots of practice.

When the boss is in the upper part of the screen I enter Break and Double Break. The less time remaining, the more Rennes ships will spawn, so I try to hold out till the very final 1



second and then finish the boss with a 12.8 multiplier kill. (see screenshot 9)

< Player Comment >

My name is GFA2-ISO, and I did the Time Attack Mode TYPE-I replay.

Time Attack is a mode where you try to score as much as you can in 3 minutes. For the STG genre, 3 minutes isn't very long, so I was optimistic that I could turn in a reasonable performance fairly quickly... but that didn't happen at all. Instead, it was a long cycle of trial and error. Any way you look at it, the TYPE-I is the most difficult ship: everytime I'd solve one problem another would crop up... over and over.

There are almost no sections in Time Attack mode that require luck. It's not an exaggeration to say that it all comes down to the effort you're willing to put in. Accordingly, the more you develop your routes the more you'll see it reflected in higher scores. That is what makes this mode fun, I think, but it also means that it's difficult to make significant progress if you aren't actively improving your routes.

In the best case scenario, with my current routes I think 99.2m is possible. 100m currently looks impossible for me, but I hope someone will use this replay as a base upon which to build their own 100m+ routes.

Playing Time Attack mode at the game center means you get 3 minutes for 100 yen, so I burned through my money very quickly and couldn't practice it too much, but with Steam you don't have to worry about that and can play at your leisure. Being able to compete with players around the world has really raised my motivation, so I think I will keep playing Time Attack Mode for awhile yet.

Thank you for watching and reading this far!

TIME ATTACK MODE

★ TYPE-II player's commentary

player & text: TAKEYUKI

< Ship Characteristics >

Although the TYPE-II's lock-on shot and movement speed are just average, its greatest feature is the options that trace behind the ship. You can line them up and have a very wide shot, or focus them for extra firepower. While you're holding the lock-on button, the options will stay set in place. Using these options effectively is the key to the TYPE-II.

< Playthrough Commentary >

(Opening)

Before the first Aegis ships appear, I position my options above my ship. The Aegis are invincible until their core opens, so during that time I lock onto them and point-blank them to build my gauge. Once they open, I fire my lock-on shot for the 9.6 multiplier. While I'm dealing with the remaining Aegis ships, I line up my options horizontally to quickly take out the row of Rennes ships. Being able to change the position of your options to match the circumstances at hand is very important for the TYPE-II (see screenshot 1).



(From Break Mode until my Double Break expires)

I enter Break Mode while I'm dealing with the Rumeida group that comes in from the left. Then I use the x3 Aegis ships and surrounding ground enemies to set an 11.2 multiplier, and line my options up in a row to the right. I'm going to use this option formation for awhile. Once my gauge is full I immediately enter Double Break mode, and again use the Aegis x3 and surrounding ground enemies here to set a 12.8 multiplier.

With the hugely increased firepower during Double Break, having your options in a row like this lets you cover the entire screen. I make sure not to miss any air or ground enemies (see screenshot 2). If I'm successful in executing my route, my Double Break ends right around the time I destroy the large Daedalus tank.



(Up to my second Break)

If I'm able to bomb, I bomb here and take out both the horizontal row of Rennes ships and the four Black Hounds in one fell swoop (see screenshot 3). After taking care of the Rumeidas (whose spawning location is random) and the four Aegis ships, I enter Break Mode, but my lock-on multiplier ran out here so I re-set it to 11.2. After that I quickly take out the next enemies, and when my gauge is full I enter Double Break. The large Hydrasphere ship appears here, and there is a very small window of time in which I could get a 12.8 multiplier from him, but I prioritize the speedkill and instead destroy him with my 11.2 multiplier still going.



(from the Barbados to the midboss)

When the Barbados ship appears, the first thing I do is gather my options closer to me (not too close) and then use Barbados and the surrounding ground enemies to set a 12.8 multiplier.

Barbados' side gun parts are worth a lot of points. Those parts are invincible while they're closed, so I wait for them to open up and then destroy the left side first, then the right side. Usually my Double Break ends right around the time I'm destroying the right side parts, so I destroy Barbados' main body after that (see screenshot 4). With these two bullet cancels: one from Barbados when my Double Break ends, followed up by another bullet cancel when he's destroyed, I'm able to get a big refill on my lock-on multiplier timer. If you get overzealous in Double Break mode and destroy Barbados too early, your lock-on multiplier timer won't increase as much, and you won't be able to preserve your multiplier to the Robert Serrec submarines. After Barbados, I make sure not to miss any ground enemies, and once my gauge is full I enter Break and Double Break. I try to spawn the second Bagnack group before the submarines.



(from the "Robert Serrec" submarines to the midboss)

On the Robert Serrec submarines, I take care to avoid their missiles and quickly kill them. If you kill the missiles from long-range, they'll release suicide bullets, but if you're close their bullets will be sealed.

I get on top of the midboss and point-blank him while rapid firing lock-on shots, trying to kill him as fast as possible. His purple multidirectional attack fires in an odd-even-odd pattern: on the first and third times, if you don't move you won't be hit. On the even (second) attack, you can dodge it by sliding one tap to the right or left (see screenshot 5). I try to finish him with a full-lock 9.6 multiplier kill. If you wait until his health bar is past the "E" in "SCORE", it's easy to do.



After the midboss is destroyed, I position my ship to where the item will appear and take the Bonus Stars (+10000 stars). This will be worth a million points when I clear.

(up to the train section)

After the midboss, I enter Break Mode when the Stingrays x3 appear, and on the next set of three Stingrays I enter Double Break and set a 12.8 multiplier. I'm going to carry this multiplier through to the boss.

When you've got your options spread out horizontally during Double Break you shouldn't have any problems, but be careful, as it's still easy to collide with the Volley ships here if you aren't paying attention. To prevent that I move up/down a little bit, too.

(From the beginning of the train section to the end of the horizontal scrolling)

I start this area by positioning my ship on the left side of the screen, with my options lined up in a row.

During the high-speed rail section, I of course try to speedkill the aerial enemies, but the Convoy railcars are worth a huge amount of points so I also try to destroy as many of them as I can. However, they move so fast (from left to right) that in normal mode I'm usually barely able to destroy the tanks that ride atop them--destroying the convoys themselves is almost impossible to do. By being in Break and Double Break, I can just barely manage to destroy them all (see screenshot 6).



Also, the most difficult and annoying part until the boss is the Volcano enemies and the Grenades they emit. The Grenades are worth a ton of points (their base value is 2500 pts, and 6-8 appear at a time), so you'll definitely want to destroy them, but if you destroy the Volcano first, the Grenades will disappear and you won't get any points for them. Another very difficult thing is that if any aerial enemies are remaining in a wave, then the next group won't spawn. And if the Grenades get in the way and delay my speedkilling, then my entire route will fall apart. It's an extremely challenging section.

When the row of Rennes ships appears, I delay killing them for a moment, holding out until my Break is right about to expire, then entering Double Break mode. In the start-up animation for Break or Double Break mode, your shot is actually still at normal strength, so that allows me to deal the appropriate (not too much) damage to the second Volcano, and when its Grenades are released I can kill those first.

After a moment the third Volcano appears, and because I'm in Double Break mode with very high firepower, it's very easy to accidentally kill the Volcano before it can release the Grenades; and even if it does release them, it isn't easy to destroy them all. This section calls for very subtle, careful use of the shot in order to make sure none of the surrounding enemies escape. It's the hardest area in the horizontal-scrolling section.

When my Double Break ends, I keep shooting enemies, and I keep holding the Break button down. Doing this will fire a bomb at the earliest moment my gauge fills to the Bomb Line. With the bomb I'm able to destroy some of the Convoys which are normally impossible without a Break, and it simultaneously deals with the difficult row of Rennes ships (see screenshot 7).



(up to the boss)

Destroying the convoys is the most important thing, so I always keep my ship on top of the railway. The aerial enemies here appear in positions that make it difficult to take them out with my main shot. I use my lock-on shot to destroy them. Above all, I keep holding my position on top of that railway (see screenshot 8).

Once it switches to the second rail on the left, I fire a bomb while in Break Mode; this adjusts the timing of my next Break and Double Break.

For the Grenades that the Volcano releases, you can lead their shots to the left or right depending on the position of your ship. After the screen starts scrolling vertically, I lead their bullets to the right, which makes the first Volcano here easier to deal with. However, it's exceptionally difficult to kill both the Grenades and the Volcano here, so with my current strategies I only destroy the Grenades.

Once my Double Break starts, I stay on top of the railway while deploying my options out in a row. I'm trying to make sure I can hit even distant enemies and have full-screen coverage.

After my Double Break ends, I keep firing, and I keep the Break button held down so my bomb fires at the earliest opportunity. With this final bomb, I'm able to get some of the Grenades that the last Volcano releases (destroying these Grenades with shot alone is extremely difficult). Confirming that the Grenades are all destroyed, I then finish the Volcano and prepare myself for the boss fight.

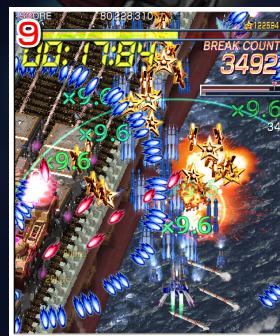
(Boss "Titanix Prototype")

When the boss appears, I lock onto the boss and the surrounding Rennes ships, trying to get as high a multiplier as possible. During the boss fight Rennes ships will keep coming in from the top of the screen, but the pattern in which they appear is almost the same everytime. As time runs out, more and more Rennes will appear, and it's better for your score to kill as many Rennes as possible, down to the very last second, instead of trying to speedkill the boss for the time bonus. (see screenshot 9).

With my lock-on multiplier set, I shoot the boss and deal with the Rennes ships as they appear, building my Break gauge up. Each time my lock-on multiplier expires, I re-lock on and re-apply it.

The boss' main cannon attack loops in this order: rapid-fire aimed shot x4 -> counter-clockwise rotating spread shot --> rapid-fire aimed shot x4 --> counter-clockwise rotating spread shot etc. Also, at fixed intervals his two smaller cannons will fire circular bullets that are aimed at you. Leading these bullets is an important part of the fight. Make sure you don't crash into any Rennes ships when you're trying to lock-on to them, too.

When I have about 11 seconds left, I enter Break Mode and set an 11.2 multiplier. Using my shot and lock-on together, I hurriedly build my gauge until I can enter Double Break. I set a 12.8 multiplier and delay killing the boss until the very last second (see screenshot 10). Well, actually, on this replay I was rushing and killed him early, with 1"44 left on the clock. I think I could have waited a little longer. It depends on your Break Counter when the battle starts, but if you destroy a lot of Rennes ships, you could get double the Break Count Bonus I got. The base point value of the boss is also very high (200,000 pts), so be sure to kill him with a high lock-on multiplier. And make sure you don't wait too long, or he'll escape!



< Player Comment >

My name is KDK-TAKEYUKI, and I did the Time Attack Mode TYPE-II replay.

When I first started recording these replays, I thought 102m would be a satisfactory score. 103m didn't seem possible.

However, after watching my replays again and again, then using my train commute and break time at work to think up new routes, then trying them out when I got home, then watching those replays, THEN thinking up new routes--finally, after repeating this process many times, I started to believe 103m was possible. But the real challenge--actually achieving that score--still lied ahead.

Thinking up routes is very fun, but actually executing everything means restarting over and over if you make even the slightest mistake. It's a struggle to keep your motivation up. I especially lamented my lack of skills when I was

working intensely on the first half. Many times I was on the brink of giving up, but my perseverance paid off, and somehow I managed a 103,05m score.

There were a few places where I missed out on some points, but in any case, I'm just happy to have the closure of this score.

Finally, I'd like to take this section to express my gratitude to Yotsubane, and all the Time Attack players with whom I exchanged info and strategies. Thank you very much.



TIME ATTACK MODE

★ TYPE-III player's commentary player & text: Gowasu

< Ship Characteristics >

The TYPE-III's features are as follows:

- Fastest movement speed of all the ships
- Narrow shot (forward only)
- Slowest lock-on shot firing rate of all the ships
- Enemies destroyed with the lock-on shot don't increase your Break Gauge

< Playthrough Commentary >

To score in Time Attack mode, there are three things in particular that you should keep in mind:

- (A) Destroy enemies with the max 12.8 multiplier
- (B) Speedkill aerial enemies
- (C) Make sure no enemies (especially ground enemies) get away.

(A) is the top priority, but the TYPE-III must choose between (B) and (C). With its fast speed but narrow shot, it's impossible for the TYPE-III to fully accomplish both goals. The first half of the Time Attack (up to the midboss) in particular has a lot of ground enemies, and I always end up missing some of them if I try to do both (B) and (C). Therefore, based on my current strategies and analysis, prioritizing (C) should yield the highest scores, and that is also how I planned my routes for this replay.

(Start to the first Break)

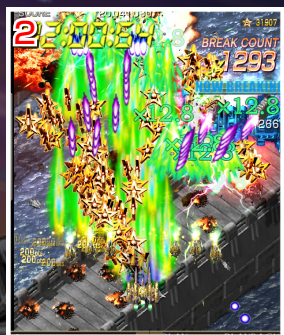
I point-blank enemies while they're invincible to build my Break Gauge. I time my Double Break to end when I destroy the large Daedalus tank. After that I go back into Break Mode.

(up to my first Bomb)

When my Double Break expires, there are tanks aligned along the road in a row, and the aerial enemy speedkill table is at the part where it repeats the Rennes row --> Black Hounds x4 --> Rumeida (random). Without a Break, the TYPE-III cannot handle this part, so I use a bomb to annihilate both the ground and air enemies (see screenshot 1).

(up to Barbados)

My lock-on multiplier timer runs out here, so I re-apply it. Barbados' left and right side parts are worth a lot of points, so I destroy both. This is a difficult area with a lot of bullets, but right as I'm destroying his side parts my Double Break ends, and the bullet cancel from that helps see me through.



(up to the "Robert Serrec" submarines)

In the area where the scrolling speeds up, it's easy to have your shots get interrupted by the ground enemies, delaying your speedkills of the aerial waves. That, combined with the fact that it's easy for ground enemies to escape here, means that this part requires extra careful attention (see screenshot 2). Before the submarines I try to spawn the second Volley group from the speedkill table. If you're really prioritizing speedkills, it is possible to spawn the second Bagnack group, but doing that means I can't destroy both of the Barbados side parts. It would also mean that I'd miss a lot of ground based enemies, and my overall score would end up lower.

(from the "Robert Serrec" submarines to the midboss "Hallowvania")

I kill the submarine group as quickly as possible. The TYPE-III's main shot is very powerful, so I can take them out very fast.

I delay destroying the midboss for a bit, so I can destroy his missiles and build my Break Counter. After the midboss is destroyed, I take the Bonus Star item (+10000 stars).

(up to the railway)

After the midboss, Black Hounds x4 appear. I use them to set my 9.6 multiplier, increasing it to 12.8 after starting my Double Break. I'm going to carry this multiplier all the way to the boss.

(the railcar area)

For the Convoy railcars that travel along the railway at high-speed, each one you kill with a 12.8 multiplier is worth about 80000 points. They make up a big part of your final score. This applies for every ship type, but it's no exaggeration to say that figuring out how to destroy all the Convoys is the most important aspect of scoring in Time Attack Mode (see screenshot 3).

The Convoys are most likely to escape when your Break ends and your ship returns to normal power, so figuring out how to make it until your next Break is key. Making use of your bombs is important too, because you also need to be spawning more aerial enemy waves.



(Boss "Titanix Prototype")

The base point value for Titanix Prototype is very high (200k pts), and you'll want to deal the final blow with a full 12.8 multiplier lock-on shot. For that you will need to carefully manage your Break Gauge. To build your gauge up to a sufficient level, it's vital that you destroy the blue Rennes ships that appear during the battle with your lock-on shot (see screenshot 4).

When you're not in Break Mode, it takes four steps of your lock-on radar to get a full-lock. For the first three steps I use the boss to get my locks, and for the fourth step I use the surrounding Rennes ships, always aiming for high lock-on multiplier kills.

When my gauge is sufficiently full, I enter Break Mode, set a 11.2 multiplier, then enter Double Break mode, set a 12.8 multiplier, and with one second remaining I destroy the boss (I wait this long in order to get as many points from the Rennes ships as possible).



< Player Comment >

My name is Gowasu, and I did the Time Attack Mode TYPE-III replay.

The hardest thing for me with this recording was deciding what strategies I should adopt. As I mentioned above, the TYPE-III has a very narrow shot, giving it a big disadvantage in terms of how quickly it can kill enemies (especially ground enemies).

I needed to decide whether I would focus on speedkilling aerial waves, or on destroying everything, and the only way to figure that out was to devise complete routes for both approaches. That meant a ton of analysis and work, and a daily, constant struggle ensued until I finally was able to determine which approach was better for scoring.

Based on my conclusions, I determined that my "destroy everything" route was going to yield a higher score. However, I can't say for certain that this is definitively the better way. All the planning and research I did was my own, and I didn't have much outside input from anyone else. Accordingly, there may be other routes that could, in the end, make it so that speedkilling the aerial waves produces a higher score. If you feel that way after watching my performance on this run, I welcome you to take on that challenge!

Also, I made more than a few mistakes, so I feel there's still room for improvement with my current strategies, too. I think at least 103m should be possible just by executing the same routes better. Again, I welcome anyone who watches the replay and is encouraged to try this to do so.

Finally, for anyone actually playing Time Attack Mode right now, I think my explanations for this video might be a little insufficient. Please feel free to contact me on twitter with any questions you have.

twitter : https://twitter.com/hal_yotsuba

Thank you very much for watching!

TIME ATTACK MODE

★ TYPE-Z player's commentary

player & text: Gowasu

< Ship Characteristics >

The TYPE-Z's features are as follows:

- a very wide shot
- strongest shot of all the ships
- the Break Gauge increases the fastest of all the ships

Each of these features contributes in a big way to your score in Time Attack, making the TYPE-Z a truly fearsome ship.

< Playthrough Commentary >

To score in Time Attack mode with the TYPE-Z, there are four things in particular that you should keep in mind:

- (A) Destroy enemies with the max 12.8 multiplier
- (B) Speedkill aerial enemies
- (C) Make sure no enemies (especially ground enemies) get away.
- (D) Get points from bullet cancelling.

The other ships have difficulties accomplishing both (B) and (C) at the same time, but it's no problem with the TYPE-Z's capabilities. Also, while (D) has a small impact on the overall score for the other ships in Time Attack mode, it's a key element of scoring for the TYPE-Z. If you're aiming for an ultimate score, you'll need to pull off (A) ~ (D) almost perfectly.

(Start to the first Break)

I point-blank enemies while they're invincible to build my Break Gauge. I time my Double Break to end when I destroy the large Daedalus tank.



(up to my first Bomb)

When my Double Break expires, there are tanks aligned along the road in a row, and the aerial enemy speedkill table is at the part where it repeats the Rennes row --> Black Hounds x4 --> Rumeida (random).

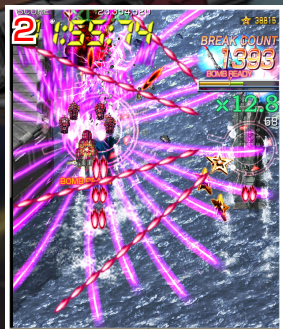
Even with the TYPE-Z's power, without a Break it's impossible to deal with everything here. So I use a bomb to annihilate both the ground and air enemies (see screenshot 1).

(up to Barbados)

Barbados' left and right side parts are worth a lot of points, so I destroy both. This is a difficult area with a lot of bullets, but right as I'm destroying his side parts my Double Break ends, and the bullet cancel from that helps see me through.

Also, with the other ships my multiplier timer would normally run out here, but the TYPE-Z is able to maintain its multiplier through this section. Thanks to that, I'm also able to speedkill the aerial enemies, spawning more waves as quickly as the game can allow.

(up to the "Robert Selecc" submarines)



In this section I'm able to use the TYPE-Z's power to focus on both speedkilling and destroying all the ground enemies. Before getting to the submarines, I'm able to spawn the Aegis x4 aerial wave.

(from the "Robert Serrec" submarines to the midboss "Hallowvania")

I kill the submarines as quickly as possible. For the first and second I use my lock-on shot to kill them at the same time, minimizing the time loss (see screenshot 2).

I attack the midboss with full power, killing him very quickly. After he's destroyed I take the Bonus Star item (+10000 stars).

(up to the railway)

After the midboss, the stage resumes with Stingrays x3. My Main Gauge and Sub Gauge are both already full, so I enter Break Mode during the midboss' destruction animation, and Double Break when the Stingrays appear, jumping from a 9.6 to 11.2 to 12.8 multiplier. Later, my multiplier timer runs out from having to deal with all the aerial waves, so I reapply it on the Aegis x3 just before the railway. I'm going to carry this multiplier all the way through the boss and to the end.

(the railcar area)

For the Convoy railcars that travel along the railway at high-speed, each one you kill with a 12.8 multiplier is worth about 80000 points. They make up a big part of your final score. This applies for every ship type, but it's no exaggeration to say that figuring out how to destroy all the Convoys is the most important aspect of scoring in Time Attack Mode.

The Convoys are most likely to escape when your Break ends and your ship returns to normal power, so figuring out how to make it until your next Break is key (see screenshot 3). With the TYPE-Z, most of the time I'm able to just barely destroy all the Convoys in normal mode, so my strategy involves not bombing if possible (you get less stars from enemies when you bomb).

I'm doing ok if I've spawned the second Barbados ship before reaching the boss.



(Boss "Titanix Prototype")

I get a huge boost to both my score and lock-on multiplier timer from the bullet cancels here: first, from entering Break Mode at the Barbados before the boss, and second, from entering Double Break during the dense attacks of the boss itself (see screenshot 4). Using this, I'm able to carry my 12.8 multiplier through to the end of the boss fight. Because I successfully killed the Barbados' side parts and main body, there's no need to re-apply my lock-on multiplier on the Rennes ships, which means scoring is much easier for the TYPE-Z in this fight.

At the end I start Break Mode one last time, to preserve my multiplier and get another bullet cancel: then, with one second remaining, I destroy the boss (I wait till the very last second so I can spawn as many Rennes ships as possible).



< Player Comment >

My name is Gowasu, and I did the Time Attack Mode TYPE-III and TYPE-Z replays.

For this replay I created routes that incorporated all the scoring elements I could think up. But the hardest thing was executing those routes without making any mistakes.

As I mentioned above, the TYPE-Z is an extremely powerful ship, one that can pull off routes that are impossible for the others. This makes it, at first glance, a very attractive option for Time Attack Mode; however, the flip side is that there are far more possible routes that you have to choose between. At the same time, it also means that making a single mistake will lead to a big loss in potential score. In other words, for recording this replay, the TYPE-Z's superiority actually made optimizing my scoring routes all the more difficult!

The routes in this replay are the distillation of hundreds of attempts, and I feel safe saying that they represent the peak of my current strategies. However, I cannot say for certain that there's no more room for higher scores. I think there's a very good chance that someone will one day create new routes with far higher scoring potential.

So if you are someone who watches this replay and feels there's room for improvement, I welcome you to challenge this score!

Finally, for anyone actually playing Time Attack Mode right now, I think my explanations for this video might be a little insufficient. Time Attack Mode definitely requires a lot of extremely precise playing, so please feel free to contact me on twitter with any questions you have.

twitter : https://twitter.com/hal_yotsuba

Thank you very much for watching!

★ ENEMY LIST

Rennes

st1 st2 st3 st4 st5



340pts.

Gug

st1 st2 st3 st4 st5



Cannon 110pts.
Platform 250pts.
(At stage5: 150pts.)

Dulles

st1 st2 st3 st4 st5



Cannon 220pts.
Platform 700pts.
(At stage5: 400pts.)

Needle

st1 st2 st3 st4 st5



120pts.

Grezzo

st1 st2 st3 st4 st5



1100pts.

Aegis

st1 st2 st3 st4 st5



7600pts.

Hydrasphere

st1 st2 st3 st4 st5



25000pts.

Daedalus

st1 st2 st3 st4 st5



Mini Cannons 1000pts.
Platform 24560pts.

(stage 1 Boss) Titanix

st1 st2 st3 st4 st5



Main Body 50000pts.
Buster Cannon 40000pts.
Gun Pod 40000pts.

TriShot (Air)

st1 st2 st3 st4 st5



Cannon 400pts.
Platform 400pts.

TriShot (Ground)

st1 st2 st3 st4 st5



Cannon 540pts.
Platform 400pts.

Decor

st1 st2 st3 st4 st5



20000pts.

(stage 2 Midboss) Brionac

st1 st2 st3 st4 st5



Main Body 40000pts.
Detachable Pods 40000pts.
Gatling Cannon 25000pts.

Critter

st1 st2 st3 st4 st5



Cannon 310pts.
Platform 910pts.

Cthulhu

st1 st2 st3 st4 st5



Cannon 1 310pts.
Cannon 2 740pts.
Platform 4260pts.

Black Hound

st1 st2 st3 st4 st5



15000pts.

Quattroverse



Main Body 1500pts.
Parts 10000pts.

Eraser



2500pts.

Convoy



6450pts.

(stage 2 Boss) Hecatoncheir



Form 1 30000pts.
Form 2 45000pts.
Form 3 60000pts.
Arms 1000pts. × Arms Destroyed

Lord Gug



Cannon 300pts.
Platform 1500pts.

Volcano



17680pts.

Grenade



2500pts.
(At stage4:80pts.)

Rumeida



410pts.

Jorou



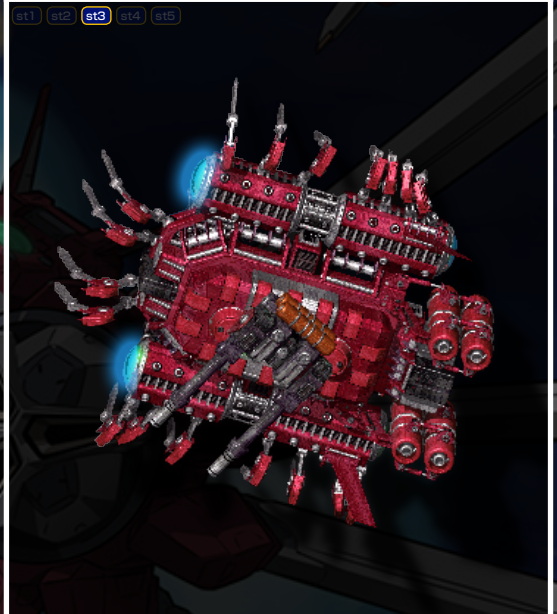
Cannon 310pts.
Platform 390pts.

Goliant



Cannon 540pts.
Platform 1360pts.

(stage 3 Midboss) Arachnophobia



Form 1 30000pts.
Form 2 50000pts.

Ubora



1440pts.

Andras



15000pts.

Barbados



Main Body 15000pts.
Parts 25000pts.

Rafflesia (S)



710pts.

Rafflesia (M)



4800pts.

Rafflesia (L)



14800pts.

Bagnack



1000pts.

Dagon



7500pts.

Galian Wurm

st1 st2 **st3** st4 st5



Head 15000pts.
Segment 1000pts.
(if these destroyed, and the head is then destroyed,
they are worth an additional 1000 points)
Tail 30000pts.

(stage 3 Boss) Maelstrom

st1 st2 **st3** st4 st5



Form 1 30000pts.
Form 2 45000pts.
Form 3 60000pts.
Petal Vine 8000pts.
Petal Shell 10000pts.

Rennes Booster

st1 st2 st3 **st4** st5



1760pts.

Volley

st1 st2 st3 **st4** st5



5760pts.

Barge

st1 st2 st3 **st4** st5



15600pts.

Lord Gug

st1 st2 st3 **st4** st5



Cannon 550pts.
Platform 1000pts.

Lord Dulles

st1 st2 st3 **st4** st5



Cannon 780pts.
Platform 1500pts.

Stingray

st1 st2 st3 **st4** st5



28000pts.

Guardian

st1 st2 st3 **st4** st5



40000pts.

Grazziobarge

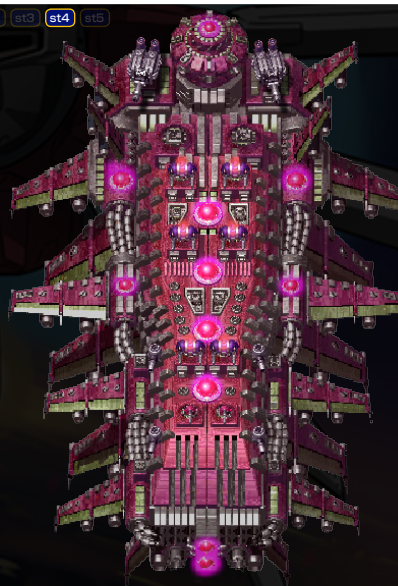
st1 st2 st3 **st4** st5



Cover 16000pts.
Main Body 40000pts.
Laser Turret 5000pts.

(stage 4 Midboss) Leviathan

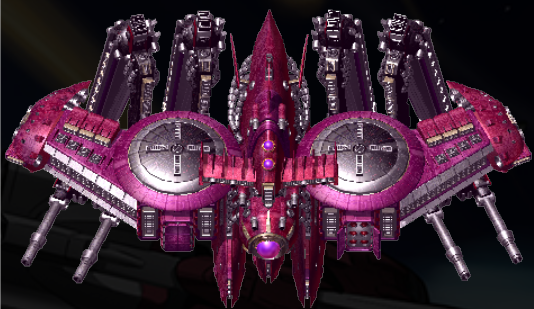
st1 st2 st3 **st4** st5



Form 1 40000pts.
Form 2 60000pts.
Laser Turret 4400pts.

(stage 4 Boss) Diabolos

st1 st2 st3 **st4** st5



Form 1 50000pts.
Form 2 65000pts.
Form 3 80000pts.
Wings 60000pts.
Missile Pods 25000pts.
Radar Attachment 10000pts.
Rear-Mounted Cannons 50000pts.
Rapid Missiles 50pts.
Grenade 80pts.

Weapon Reload Gatling Type

st1 st2 st3 **st4** st5



6000pts.

Weapon Reload Harmonica Type

st1 st2 st3 **st4** st5



6000pts.

Weapon Reload Scatter Type

st1 st2 st3 **st4** st5



6000pts.

Weapon Reload Laser Type

st1 st2 st3 **st4** st5



6000pts.

FCM

st1 st2 st3 st4 **st5**



5000pts.

Geyzer Cannon

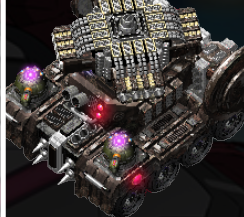
st1 st2 st3 st4 **st5**



10000pts.

Desperado

st1 st2 st3 st4 **st5**



40000pts.

Rigor Gaze

st1 st2 st3 st4 **st5**



2600pts.

Blood Crow

st1 st2 st3 st4 **st5**



Main Body 18000pts.
Rapid Missiles 50pts.

Legion

st1 st2 st3 st4 **st5**



23000pts.

Crimzon Bit (Legion Guard)

st1 st2 st3 st4 **st5**



2000pts.

(stage 5 Midboss) Grand Rally

st1 st2 st3 st4 **st5**



Form 1 50000pts.
Form 2 70000pts.
Grand Cannon 50000pts.
Rapid Missiles 10pts.

Hecatoncheir Khnum

st1 st2 st3 st4 **st5**



Main Body 50000pts.
Arms 2500pts.

ParaGug

st1 st2 st3 st4 **st5**



Cannon 110pts.
Platform 200pts.

Minitanix

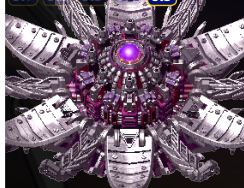
st1 st2 st3 st4 **st5**



Cannon 330pts.
Platform 1100pts.

Sturm Fortress

st1 st2 st3 st4 **st5**



Main Body 50000pts.
Petal Vine 8000pts.
Petal Shell 10000pts.

Crimzon Bit (Gorgon Guard)

st1 st2 st3 st4 st5



5000pts.

(stage 5 Boss) Gorgoneion

st1 st2 st3 st4 st5



Form 1 45000pts.
Form 2 60000pts.
Form 3 75000pts.
Form 4 90000pts.
Gorgon Stinger 1000pts.

(EX Boss) Crimzon Heart

st1 st2 st3 st4 st5



Form 1 100000pts.
Form 2 200000pts.

TIME ATTACK MODE

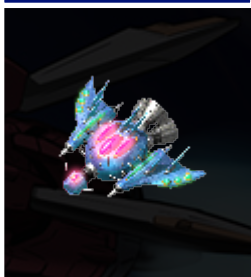
★ ENEMY LIST

Aegis



7600pts.

Rennes



700pts.

Gug



Cannon 110pts.
Platform 250pts.

Dulles



Cannon 220pts.
Platform 700pts.

Needle



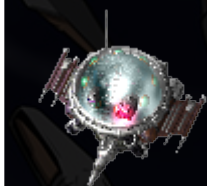
120pts.

Black Hound



15000pts.

Rumeida



410pts.

Daedalus



Small Cannon 1000pts.
Platform 24560pts.

Mini Decor



880pts.

Hydrasphere



25000pts.

Critter



Cannon 310pts.
Platform 910pts.

Cthulhu



Cannon1 310pts.
Cannon2 740pts.
Platform 4260pts.

Barbados



Main body 15000pts.
Parts 25000pts.

Stingray



28000pts.

Bagnack



1000pts.

Volley



5760pts.

Convoy



6450pts.

Lord Gug



Cannon 300pts.
Platform 1500pts.

Volcano



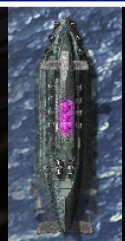
17680pts.

Grenade



2500pts.

Robert Serrec



Main body 25000pts.
missile 100pts.

(Midboss) Harrowvania



Main body 100000pts.
missile 100pts.

(Boss) Titanix -Proto



200000pts.